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your eYes
when you
SWing
the bAt!

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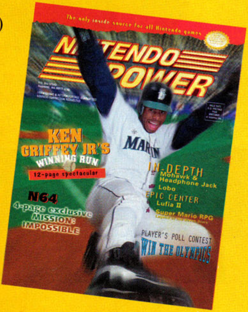
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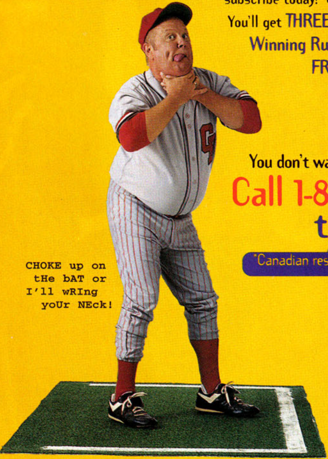
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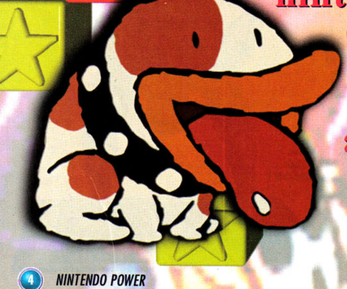
TETRIS ATTACK™

POINTS
0 0
LEVEL
5 5
TIME
0'29

You'll flip over the most compulsively playable puzzle game in eons. Check out our panel discussion on tips and tactics, plus some special hints from a certified Tetris Attack ace!



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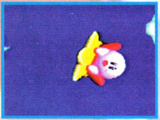

KIRBY TIMES NINE

26

One Kirby adventure is never enough, so how about nine Kirby games in one Super NES Pak? Check out the colorful maps and detailed tips in part one of our review of Kirby Super Star.

MARIO 64

48

Mario runs, swims and flies in three dazzling dimensions. All you have to do is flip to our exclusive preview, which includes the very first map of the game the critics are already calling the greatest ever.

THE NEXT GREAT ONE

22

Game On! Wayne Gretzky's 3-D Hockey is the first totally 3-D sports game for the Nintendo 64. Get the inside story on the facts and features, and learn why this sports title is gonna check the competition onto thin ice.

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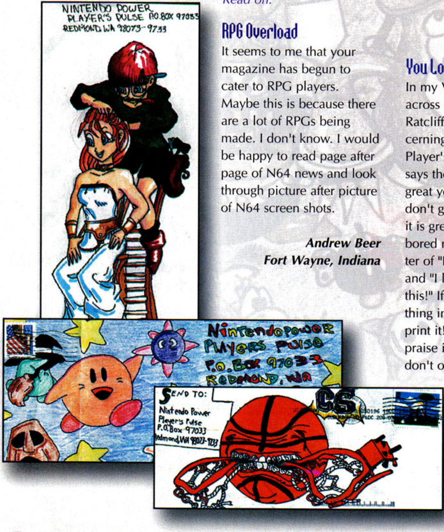
PLAYER'S PULSE

After checking out the special N64 section in Volume 84, lots of Power readers got the urge to sound off about the game system of the future. Here are just a few. Now it's your turn to write with your opinions! Remember, the N64 debuts next month!

Ad Man Out

I just wanted to let you know that you will not need commercials for this new powerhouse, the Nintendo 64. It practically sells itself, what with its way cool graphics and smooth game play. After looking at the May issue's "Coming Next Issue" page, I couldn't wait to get the June issue. I was so excited to be able to catch a glimpse of the future. When I got the issue, I was practically jumping for joy. Good job Nintendo, you've made a winner. Nintendo 64 rules!!!!!!

Chris Aberg
via America Online



Hey Wise Guys

I just received Volume 85 and was quite disappointed to see 31 whole pages on N64 games. I'd like to know about the N64, but 31 pages?! I'd rather have full coverage of a Super NES game. I was also thinking that if you made your responses in Player's Pulse more sarcastic, it would make reading this section more interesting.

Geo Monleon
via the Internet

Geo, we were disappointed about the 31 pages as well, We would have preferred to use all 108 pages for N64! Read on.

RPG Overload

It seems to me that your magazine has begun to cater to RPG players. Maybe this is because there are a lot of RPGs being made. I don't know. I would be happy to read page after page of N64 news and look through picture after picture of N64 screen shots.

Andrew Beer
Fort Wayne, Indiana

Hurry Up and Wait

I just got my Nintendo Power and loved the N64 coverage. The games look great. I can't wait to get an N64. Meanwhile, my friend has a Sony PlayStation that I play on weekends. It is O.K., but doesn't come close to being as good as the N64. The games are good, but they take forever to load! I hate loading! I calculated the loading time of one game. The average play time was one hour, and there was seven minutes of loading throughout. That's 12 percent of the time spent loading. I am glad the N64 will not have loading and will not be CD-based.

Brian Woerndle
St. Louis, Missouri

You Look Mahvelous—Not!

In my Volume 83 I came across a letter from Jonathan Ratcliffe, who wrote concerning the contents of Player's Pulse and how it all says the same thing: how great your mag is. Now don't get me wrong, I think it is great, but I get kind of bored reading letter after letter of "Love your magazine!" and "I love this and this and this!" If people have something interesting to say, then print it! Remember, self-praise is a good thing, but don't overdo it.

Brendan Aiken
British Columbia

Art Attack

I have been a Nintendo Power subscriber for a long time and I have to say that I really like your magazine. Especially the Player's Pulse, Epic Center and Classified Information. There is one thing, though, that I do have a problem with. Now, I understand that you can't put everyone's Envelope Art in Player's Pulse, and you do worthwhile things with the art that is not printed. But, is Naomi Chiba's name all over Player's Pulse like the bubonic plague or is it just me? I think I'd need an extra set of hands just to count on my fingers the number of times I've seen Naomi's art in your mag. Does Naomi pay you to put her art in Player's Pulse? Is she related to some big-shot staff member? One more thing: put those manila folders pages back in Classified Information where they belong!

Mike Wilsey
Venice, Florida

Naomi is a terrific artist, and her work speaks for itself. No one related to the NP staff is that talented as far as we know.

Envelope Art

Page 6, top to bottom:
Carla Moya—Woodhaven, NY
Omar Qaisi—Burbank, CA
Andy Suh— Silver Spring, MD

Page 7, top to bottom:
Sean Boley—Middleburg, VA
Amber Kelso—Fayetteville, TN
Don Kilchenstein Jr.—Pittsburgh, PA

Background Art
Adam Lindsley

Women in Video Games, Pt. III

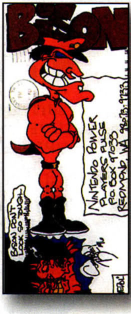
Back in Player's Pulse for Volume 77, Sarah LaBrie complained about "video games always showing girls in dresses with big pink bows in their hair." This touched off a flood of mail, both pro and con. Here are two more examples.

Sarah LaBrie!! Sarah LaBrie!! She really is dead wrong. A good example of just how wrong is Samus Aran from Super Metroid: Samus doesn't seem too weak. In Super Street Fighter II, Cammy's strength may surprise you. In Mortal Kombat II, Kitana and Mileena seem to be contenders.

Allistair Fraser
Halifax, Nova Scotia

I admire that gal Sarah LaBrie. You ask me why, amigos? Because she's defending what's right. It would be better if they would put more gals in fighting games and other kinds of games. They have the right. It's just that you guys are "oozing with too much machismo." Where I come from, a guy treats ladies with respect.

D.J. Nike
Caguas, Puerto Rico

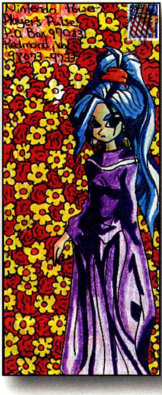


Two—Wheeled Tussle

Hey Nintendo Power! Here's an idea I have for an Arena challenge: What is the highest score you can get in the bike race in Chrono Trigger? I figure that this challenge would be good because it is tough and my personal best score is around 1050.

Jeffrey Schroeder
via America Online

Hey Jeff—Matthew Werner, our grand prize winner who went to E3, came up with the same bright idea. As a result, you can join the Chrono Trigger bike race in this month's Arena. Riders, start your pedals!

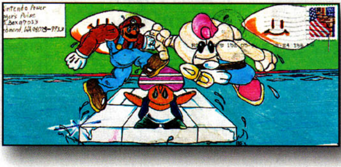


Shrink Rap

The maps that you make for video game stages are too small. Sometimes I can hardly make out the things that you are trying to show me!

Jonathan Tso
Great Neck, New York

If the maps look small, that's only because we're trying to cram more tips, tactics and items into every article. But thanks for the input, Jonathan. We'll keep it in mind.



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POWER CHARTS

Ken Griffey Jr. pulls a rare feat this month as he slugs his way onto the Top 20 Chart twice. Meanwhile, eager gamers have pushed Super Mario 64 to the upper reaches of the Most Wanted chart. Ecstatic reviewers are already calling it the greatest game of all time. You can be the judge when Super Mario 64 and the N64 debut in September!

SUPER NES TOP 20

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
①	SUPER MARIO RPG	Nintendo	1	4
②	DKC2: DIDDY'S KONG QUEST	Nintendo	2	10
③	CHRONO TRIGGER	Square Soft	4	13
4	THE LEGEND OF ZELDA: A LINK TO THE PAST	Nintendo	3	55
5	KEN GRIFFEY JR.'S WINNING RUN	Nintendo	9	3
6	SUPER MARIO WORLD 2: YOSHI'S ISLAND	Nintendo	7	10
7	TETRIS ATTACK	Nintendo	NEW	—
8	SUPER METROID	Nintendo	12	28
9	FINAL FANTASY III	Square Soft	5	20
10	SUPER MARIO KART	Nintendo	10	40
11	KILLER INSTINCT	Nintendo	16	14
12	KEN GRIFFEY JR. PRESENTS: MAJOR LEAGUE BASEBALL	Nintendo	—	26
13	DONKEY KONG COUNTRY	Nintendo	8	22
14	NHL '96	EA Sports	—	3
15	EARTHBOUND	Nintendo	20	13
16	EARTHWORM JIM 2	Playmates	11	10
17	NBA LIVE '96	EA Sports	NEW	—
18	COLLEGE SLAM	Acclaim	NEW	1
19	MORTAL KOMBAT 3	Williams	18	9
20	EARTHWORM JIM	Playmates	—	17

MOST WANTED

1. NINTENDO 64
2. SUPER MARIO 64 (N64)
3. SUPER MARIO RPG
4. KEN GRIFFEY JR.'S WINNING RUN
5. CRUIS'N USA (N64)
6. MORTAL KOMBAT TRILOGY (N64)
7. KILLER INSTINCT (N64)
8. STAR WARS: SHADOWS OF THE EMPIRE (N64)
9. DOOM (N64)
10. DRAGON QUEST VI

GAME BOY TOP 10

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
①	THE LEGEND OF ZELDA: LINK'S AWAKENING	Nintendo	1	40
②	DONKEY KONG LAND	Nintendo	2	19
③	TETRIS	Nintendo	—	45
4	METROID II: RETURN OF SAMUS	Nintendo	5	56
4	DONKEY KONG	Nintendo	9	23
5	WARIO LAND: SUPER MARIO LAND 3	Nintendo	8	24
6	SUPER MARIO LAND 2: 6 GOLDEN COINS	Nintendo	2	45
7	KIRBY'S DREAM LAND 2	Nintendo	—	10
8	DEFENDER/JOUST	Nintendo	—	2
9	SUPER MARIO LAND	Nintendo	—	40
10	COLLEGE SLAM	Acclaim	NEW	1

VIRTUAL BOY TOP 5

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
①	WARIO LAND	Nintendo	1	10
2	MARIO'S TENNIS	Nintendo	2	10
3	GALACTIC PINBALL	Nintendo	4	9
4	GOLF	Nintendo	—	4
5	3-D TETRIS	Nintendo	3	3

GERMANY'S TOP 5

They're popular here, they're popular there—hey, these games are hits everywhere! Which games do *you* like best! Make your voice heard by sending in the Player's Poll card at the back of this issue!

1. SUPER MARIO WORLD 2: YOSHI'S ISLAND
2. DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST
3. THE LEGEND OF ZELDA: A LINK TO THE PAST
4. SECRET OF EVERMORE
5. EARTHWORM JIM 2

Behind the Scenes

While I think that it is good to preview new Nintendo systems and have occasional articles on game designers, game making, and on-line services, I also believe that by putting things of this nature in a game review magazine, you are beginning to get away from the original focus on Nintendo Power. Might I suggest a separate publication for behind-the-scenes aspects of Nintendo? In short, I think that Nintendo Power should concentrate more on game-playing info than on anything else.

Jason Boone
Rocky Mount, N.C.

Loved It!

I just want to say what an AWESOME game Super Mario RPG is!!! I don't even like RPGs and I didn't even want to play the game, but after seeing what it was like and trying it out, I loved it! I loved the game so much I went out and bought it the next day! Anyway, just want to say thanks for the terrific game!

Shaun Ali
via the Internet

But Who Will Save the Princess?

Mario for President!!!!!

John Bednarz
Shavertown, Pennsylvania

E3—Excitement!

Matthew Werner of Rockport, Texas, grabbed some serious gaming glory when he jetted to the Electronic Entertainment Expo in L.A. The Volume 80 Grand Prize Winner had such a great time that he passed up a trip to Disneyland in favor of an extra day at the show, where Pilotwings 64 flew him straight to seventh heaven. A visit to Planet Hollywood and a drive through Beverly Hills (like in Cruis'n USA, but slower) rounded out a once-in-a-lifetime experience!

Classic

I'll start by saying that Epic Center rules! The only thing I would change about it is to make the Strategy section a Classic section. You could do reviews of classic RPGs like the Dragon Warrior series, Final Fantasy series, Legend of Zelda series, or any other classic RPGs for the NES, Game Boy or Super NES. I hope you can add this section to your magazine.

Kelly Osadchuk
Thunder Bay, Ontario

Baby Get Back

What's with Super Mario World 2?? I was really bummed out when I realized that you don't even get to play as Mario. I think it looks lame having Yoshi running around with Baby Mario on his back. I would be embarrassed to buy the game.

Jared Budd
via the Internet

Looks can be deceiving. Have you actually played it?

WRITE AWAY RIGHT AWAY!

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Also:
News about hot new games, the Nintendo 64 & other cool stuff.
This call may be long distance, so before you call, be sure to get permission from whoever pays the bill.

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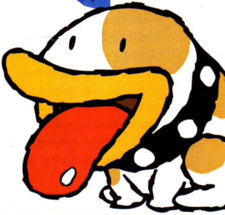
TETRIS ATTACK™

Get ready for fast and furious flipping fun! An irresistible blend of nonstop action and pure puzzle power, Tetris Attack will keep you glued to the controller for hours. Colorful graphics, great music and plenty of tips from Yoshi himself make this password-backed pak a must for all fun fans!



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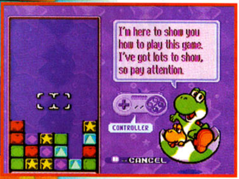
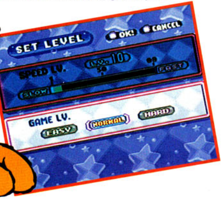
YOU'LL FLIP!



I'm here to show you how to play this game. I've got lots to show, so pay attention.

CONTROLLER
B ... CANCEL

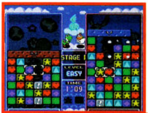
Trust us whoever coined the phrase "maximum replay value" must have had Tetris Attack in mind! Your goal is to eliminate panels by lining up three or more. Do this by sliding panels left or right or by flipping neighboring panels. Seven different play modes, 100 different speeds and three difficulty levels will challenge everyone from rank novices to nimble-fingered pros.



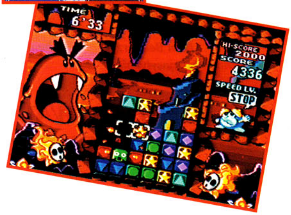
SET LEVEL
OK!
CANCEL
SPEED LV.
LV. 10
SLOW
FAST
GAME LV.
EASY
NORMAL
HARD

PANEL PANIC

Tetris Attack has only five basic panels, plus the ! panel in Vs. mode. But those five different panels make for endlessly challenging game play. Rows of new panels are constantly erupting from the bottom of the screen. If they reach the top, it's curtains for you! Gain time and win points by clearing piles of panels. A buddy from Super Mario World 2: Yoshi's Island is always on hand to cheer you on!



STAGE 1
LEVEL
EASY
TIME
1'09



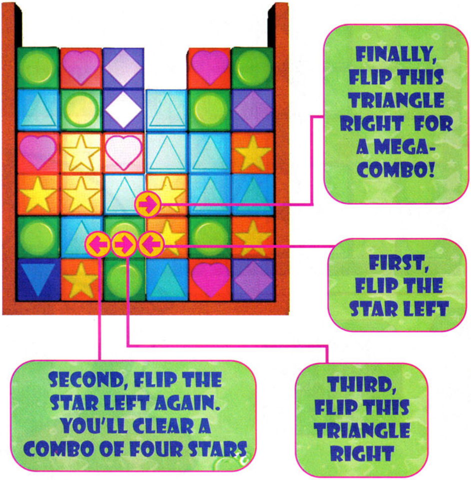
TIME
6'33
HI-SCORE
2000
SCORE
4336
SPEED LV.
STOP

PILE ON

Clearing a row of three panels will open up some space, but will scarcely slow a speedily scrolling screen. One way to halt the action for a few seconds is to create combos, which clear at least four panels at once. These combos can take many forms, including a row of four or five identical panels, parallel rows of three identical panels, and right-angle formations of five or more panels.

COMBOS

It takes fast finger-work and even faster thinking to pulverize plenty of panels at once. You can even make a whopping 10-panel combo by simultaneously making two combos of five panels apiece! Below is a good example of how to make a mega-combo. Remember: the bigger the combo, the more time you'll gain. And in Tetris Attack, time is everything!



FINALLY, FLIP THIS TRIANGLE RIGHT FOR A MEGA-COMBO!

FIRST, FLIP THE STAR LEFT

SECOND, FLIP THE STAR LEFT AGAIN. YOU'LL CLEAR A COMBO OF FOUR STARS

THIRD, FLIP THIS TRIANGLE RIGHT

I WANT MY TETRIS ATTACK!

Your typical Nintendo pro is a steely eyed, cynical soul, given to quoting Dirty Harry and drinking his milk, straight, from a dirty glass. Ever since Tetris Attack hit town, though, Nintendo's nabobs have gone absolutely bonkers over the tumbling tiles. Here are just a few reasons for the mania.

GORGEOUS GAME

Guest appearances from assorted heroes and villains from Yoshi's Island add to the game's giddy feel. Gargantua Blargg even bellows with joy when you clear a sky-high stack! The bouncy music keeps you revved up, but doesn't make you too anxious. That's always a plus in tight situations!

TIME
2'09
STAGE
1-3
SCORE
1462
SPEED LV.
STOP

PUZZLE WITH A PAL

A terrific solo puzzler, Tetris Attack really rocks when you play against a friend! Eliminate piles of panels and they'll magically materialize on your rival's screen as garbage blocks. If you catch some trash, you'd better dump it, pronto!

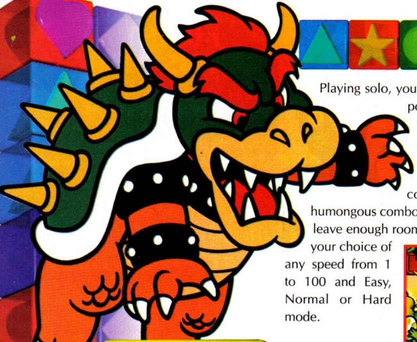
TIME
8'57
STAGE
2-3
SCORE
6770
SPEED LV.
STOP

SOLO SWITCHEROO

Flip your way through five one-player modes, including a unique puzzle mode in which the timer is off but your brain had better be on! You can also race the clock, try for the most points or fight the system.

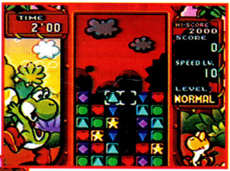
LV. LV.
5 5
SCORE
0150
SCORE
0030
TIME
1'44

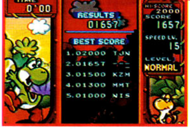
POINTS
0 0
LEVEL
5 5
TIME
0'29



TIME TRIAL

Playing solo, your goal is to get as many points as possible in 2 minutes. You'll get 30 points each time you eliminate panels, but the really big points come from building humongous combos and chains. Be sure to leave enough room at the top! You'll have your choice of any speed from 1 to 100 and Easy, Normal or Hard mode.


TIME
2'00
HI-SCORE
2000
SCORE
0
SPEED LV.
10
LEVEL
NORMAL

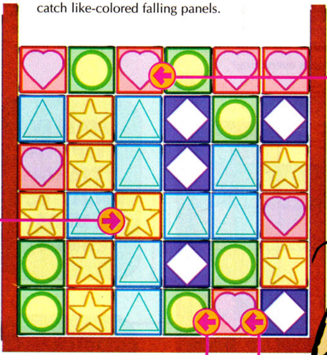

TIME
0'00
RESULTS
01657
BEST SCORE
1.02000 TJN
2.01657 ---
3.01500 KZM
4.01300 MMT
5.01000 NIS
HI-SCORE
2000
SCORE
1657
SPEED LV.
15
LEVEL
NORMAL

TAKE THE CHAIN TRAIN

Rather than waste too much time planning potential chains, try to set up multiple stacks of two panels. That way, you'll increase your chances of getting three in a row. If you're fortunate, falling panels will create multiple clears.

CHAINS AND SKILL CHAINS

Chains are created when panels that fall after you've cleared one row or column of panels cause a second clear. Like combos, chains gain you time and points. Create a skill chain by moving panels to catch like-colored falling panels.

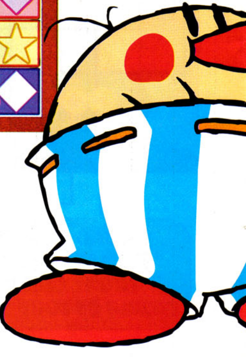


FIRST, CLEAR THE HEARTS BY FLIPPING THIS CIRCLE LEFT

SECOND, MOVE THE DIAMOND LEFT

COMPLETE YOUR SETUP BY FLIPPING THE DIAMOND LEFT AGAIN

FINALLY, FLIP THE TRIANGLE RIGHT FOR A BIG CHAIN REACTION!

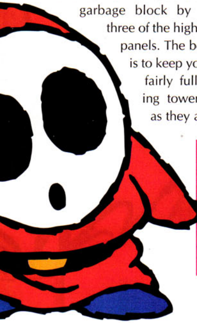


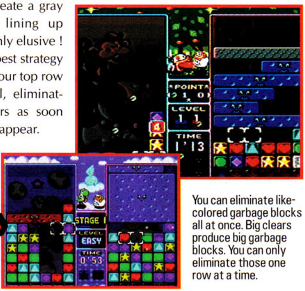
VS. MODE

As if panels bubbling up from below don't give you enough problems, in one- or two-player Vs. mode you'll have to eliminate garbage blocks above by changing them into panels! You'll have to rethink your strategy if you want to win this brain-bending mode.

TWO-HANDED TUMBLING

Form chains and combos to heap garbage blocks on your opponent's pile. If a garbage block lands on you, quickly change it into panels by clearing a panel it touches. You can also create a gray garbage block by lining up three of the highly elusive ! panels. The best strategy is to keep your top row fairly full, eliminating towers as soon as they appear.





You can eliminate like-colored garbage blocks all at once. Big clears produce big garbage blocks. You can only eliminate those one row at a time.

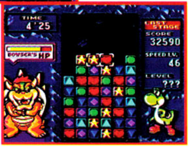
STAGE CLEAR

After you've played each stage for a while in this mode, a blinking line will appear. If you can remove all the panels above it, you'll win that stage.

BRAWLING WITH BOWSER

Work your way through six rounds and you'll face the King of the Koopas one-on-one. Form combos and chains to deplete the big blowhard's Hit Points. These also halt the scrolling screen for a few seconds. Wait until the clock has just about run down before wiping out another bunch of panels.

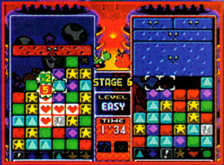
STAGE 1
LEVEL
EASY
TIME
0'53



Yoshi will cheer you on against Bowser. You'll win a surprisingly good amount of time if you can form a chain or a combo.

TANAKA'S TIPS

This spring, soft-spoken software engineer Shoya Tanaka beat out over 300 flip-happy NOA employees to win the company's Tetris Attack Competition. When playing, Shoya spends most of his time searching for the biggest clears possible. It often looks like he's about to lose, and then — Wham! A six-clear chain!



TWO CLEAR FOR YOU

"Always look for ways to form chains of two or more sets of panels. Once you've become adept at this, you'll begin to see ways to create even bigger chains."

STAGE 2
EASY
0'40
STAGE 3
EASY
0'54

ON THE LEVEL

"I always get bigger chains by arranging panels horizontally rather than vertically. To get a decent vertical chain, you'll have to build a column almost to the top of the screen."

STAGE 1
EASY

I CAN SEE CLEARLY

"When playing an opponent, I always keep a clear ready at the top of my pile. That way, I can quickly clear any garbage block that falls on me."

STAGE 5
EASY
1'19

PUZZLE ME THIS

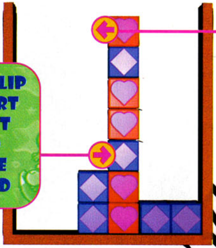
Grab a bowlful of your favorite brain food and head on over to Puzzle mode. The panels don't move here. Instead, you have a limited number of moves to clear the entire screen. Sound easy? Well, when you give up, check the next page for solutions.

EXPAND YOUR MIND

There's no time limit in Puzzle mode, but a clock keeps tabs on just how long it takes you to figure out all the puzzles. Playing this mode will help you see patterns and tactics that will be a big help when you play the other modes.

STAGE 3-7

Yoshi's pal Poochy offers this brain-twister. The Poochster barks with joy whenever you solve a puzzle.



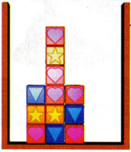
FIRST, MOVE THE HEART OFF THE STACK TO THE LEFT

SECOND, FLIP THE HEART YOU JUST MOVED AND THE DIAMOND

STAGE 4-1

THE HEART OF THE MATTER

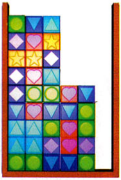
Time for some three-sided fun, courtesy of Prince Froggy and his aquatic amigo, Clawdaddy.

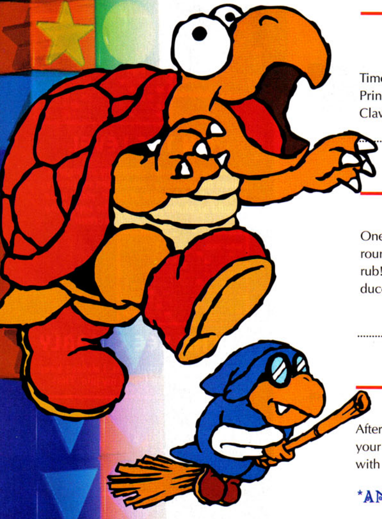


STAGE 4-6

KEYSTONE COP

One move is all you need to win this round. But which one? Aaah, that's the rub! Here's a hint: aim high. You'll produce a brain-boggling chain of clears!

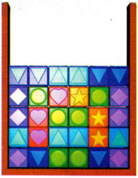




STAGE 5-5

A HIGH FIVE

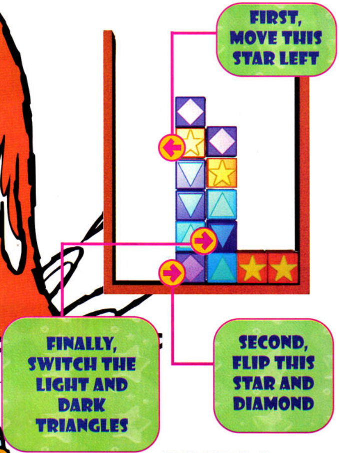
After your third move, the right half of your screen should clear. Then, press on with your final two moves.



*ANSWERS ON PAGE 17

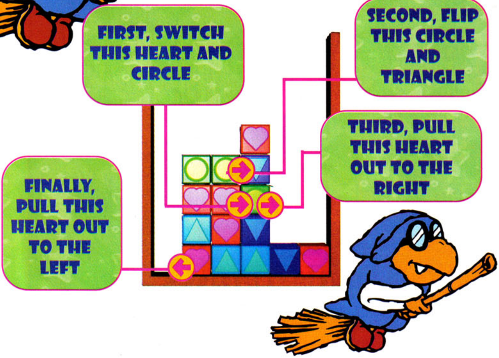
STAGE 5-3

Keep your cool in this tough stage or Gargantua Blargg will get you hot under the collar. Here's a sample of the brain-benders he has waiting for you.


FIRST, MOVE THIS STAR LEFT
SECOND, FLIP THIS STAR AND DIAMOND
FINALLY, SWITCH THE LIGHT AND DARK TRIANGLES

STAGE 6-8

It's not the size of the stack but the number of moves required to clear it that makes a puzzle difficult. This four-move puzzle is a real brain-teaser.


FIRST, SWITCH THIS HEART AND CIRCLE
SECOND, FLIP THIS CIRCLE AND TRIANGLE
THIRD, PULL THIS HEART OUT TO THE RIGHT
FINALLY, PULL THIS HEART OUT TO THE LEFT

REWARDS OF WINNING

Train hard to be a Tetris Attack master. If you succeed, you'll learn tips, glimpse spectacular endings and even venture into hidden bonus rounds. And it's always gratifying to hear the cheers and witness the fireworks that come at the end of each successful game.

PUZZLE GAME

ENDINGS

A virtual pat on the shoulder and colorful concluding screens await the triumphant Tetris Attack player. If you survive the stages of solo Vs. mode, for example, you'll win a personal thanks from Yoshi.

He did it! Our world will now return to normal.

TIPS

Unlike many games, Tetris Attack is packed with detailed instructions and tips. Clearing rounds in Stage Clear, for example, earns you a sage bit of advice from a Yoshi's Island resident.

EXAMPLE
COMBOS
EXIT
OK!
CANCEL

PASSWORDS

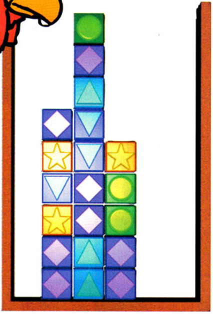
In every progressive mode, you can halt your action between any two games and get an eight-character password. Come back later to continue your panel discussion!

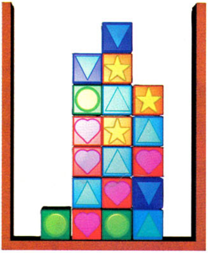
SELECT
1PLAYER GAME
PUZZLE
PASSWORD
OK!
CANCEL

STAGE 6-9

DIAMONDS IN THE ROUGH

Raphael the Raven really plays with your mind in the brain-straining sixth stage. In 6-9, you have four moves to clear this stack of 20 panels.





STAGE 6-10

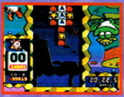
THE HEART OF THE MATTER

You have four moves to clear the last set of panels. Rumor has it, though, that Bowser has readied a bunch more brain-teasers for smarties who can beat this one.

SWITCHING SOLUTIONS

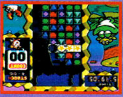
O.K., Sherlock Holmes, here's the answers to four of the head-scratching puzzles. Although Puzzle mode is technically for one player, you can have lots of fun by trying to figure out the puzzles with friends. Believe it: in the later rounds, you'll want all the help you can get!

STAGE 4-1



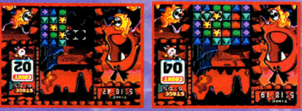
Switch the heart and the triangle on the third row, then switch the triangle and the star on the second row. Clawdaddy will jump for joy when you get this one!

STAGE 4-6



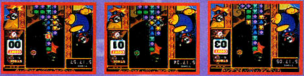
Move the second diamond right, then watch Froggy's wall come tumbling down!

STAGE 5-5



Switch the lower star and the light triangle on its left. Then, flip the top left light triangle and diamond. Switch the top heart and green circle, then the bottom right diamond and green circle. Finally, switch the circle and star in the third row.

STAGE 6-9



Slide the bottom-right diamond right, then flip the star and the diamond on the third row. Move the circle from the top to the right before switching the top-most star and the diamond.

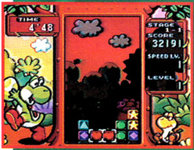
STAGE 6-10 **What? You think we're gonna hand you all the answers on a silver platter?**

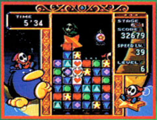
POWER CHALLENGE

Have you come down with a Tetris Attack yet? Do you see yellow stars in your sleep and pine away over that missed 10-panel combo? Then you have the stuff to compete in Nintendo Power's first ever Tetris Attack Challenge!

FINISH STAGE CLEAR IN LESS THAN AN HOUR

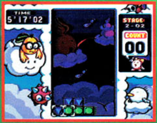
Averaging less than 2 minutes per stage, there's room for error—but not much! You'll have to play straight through to meet this difficult goal, because using the password will reset your time. Four Super Power Stamps will go to the first twenty who can meet this timely challenge.

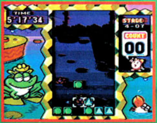

TIME
4'48
STAGE
1-1
SCORE
32191
SPEED LV.
LEVEL


TIME
5'34
STAGE
SCORE
32679
SPEED LV.
39
LEVEL
6

FINISH PUZZLE MODE IN LESS THAN 2 HOURS

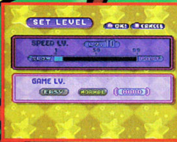
You'll have more time here because you'll have to figure out 60 daunting challenges. In this mode, the password saves your time. Four Super Power Stamps will go to the first twenty entries that meet this lofty goal.

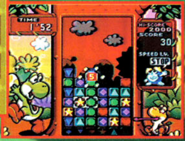

TIME
5'17"02
STAGE
2-02
COUNT
00


TIME
5'17"34
STAGE
4-07
COUNT
00

TIME TRIAL HIGH SCORE

Set your game to Hard, with a speed level of 10, and try to reach 3,000 points before your 2 minutes are up. Four Super Power Stamps will go to the first twenty entries that attain this difficult goal.


SET LEVEL
OK!
CANCEL
SPEED LV.
10
SLOW
FAST
GAME LV.
EASY
NORMAL
HARD


TIME
1'52
HI-SCORE
2000
SCORE
30
SPEED LV.
STOP

AND THE PRIZE IS...

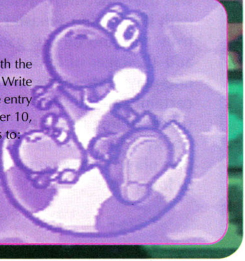
Super Power Stamps are as good as cash when ordering from the Nintendo Power Super Supplies Catalog. And how do you get the catalog? Simple! Just subscribe to Nintendo Power. Check out the coupon inside the front cover of this magazine.

SUPER
POWER
STAMP

HOW TO ENTER

Take a photograph of your winning Tetris Attack screen. Be sure your Super NES with the Game Pak is in the picture. Dim the lights and take a few photos without the flash. Write your name, address and Member Number on the back of the photo you send in. One entry per person, please. Challenges in this issue must be received no later than September 10, 1996. Nintendo will not be responsible for lost or misdirected mail. Address entries to:

Nintendo Power
Attention: Tetris Attack Challenge
P.O. Box 97086
Redmond, WA 97073-9786



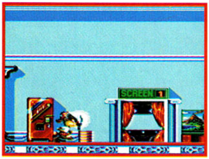
LIGHTS, CAMERAS, AND LOTS OF ACTION! CAN OSCAR GAIN CRITICAL ACCLAIM ON HIS WAY TO BECOMING A BIG MOVIE STAR?

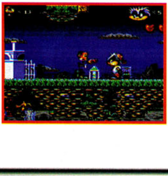
© 1996 TITUS

OSCAR.™

Meet Oscar, a cute little critter with dreams of achieving star status on the Super NES. Created by those game titans at Titus, Oscar combines cool elements from already-popular games and has the potential to win over adventure-action fans with its simple-to-master controls, fast and furious game play, and 12 stages of filmic fun. A one-player affair, Oscar is certainly an amusing mix of side-scrolling thrills and that wacky Titus sense of humor that players have come to love.

THE STAGE IS SET

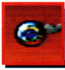




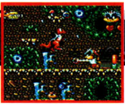
Movie-mad Oscar has decided to go see all four films that a local multiplex has to offer. But instead of simply watching the show from the comfort of his seat, Oscar leaps into the silver screen and lands the leading role! Each film has three scenes which Oscar must complete by collecting a series of acting awards before being able to move on to a new movie. It sounds simple, but being a matinee idol is hard work. Not only are the sets hazardous, but Oscar is expected to perform all his own stunts! To remain a star, he'll need to knock off the other actors, who are jealous of his newfound fame, and find bonus items that will keep him well-stocked with extra lives.

POINTS & PROPS

Scattered throughout the sets, Oscar can find film canisters containing bonus points or powerful props. While some items are simply strange, others offer Oscar a helping hand or can be cashed in for extra lives at the end of the stage. You can open the cans with the slightest touch, but you must nab the bonuses before they slip away.

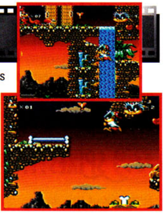


YO-YO



This is probably the most powerful prop in the game. If you're fortunate enough to find it, you can use the yo-yo to bop baddies or to break down barriers that are keeping you from other bonuses. With this toy in hand, the game will seem a whole lot simpler!

WINGS

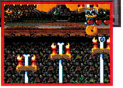


You won't find this high-flying bonus very often, but your best bet is to look for it in hard-to-reach locations. With a new set of flappers, you'll be able to soar over enemies and obstacles while safely nabbing bonuses from above. You'll also find wings useful for speeding quickly around a stage and spotting Oscar awards from the air.

EXTRA HEART

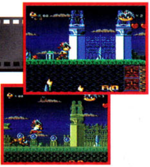
Because Oscar can only have a maximum of three hearts, and he loses one every time an enemy hits him, these extra pumpers are vital for keeping his film career on track. Note where you find these bonuses so that you can always locate them later when Oscar's health begins to wane.

INVISIBILITY



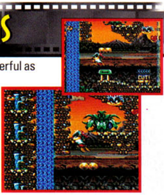
Much more of a hinderance than a help, this bottle of sickly colored potion should be avoided at all costs. Since you can't see Oscar, you must sit there waiting for the stuff to wear off!

GAME BOY



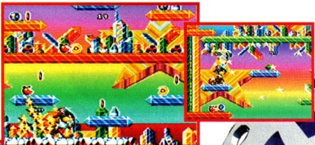
A truly bizarre but completely harmless bonus, this prop imbues foreground objects with strangely familiar shades of pale green! The effect doesn't last very long, but it's certainly good for a few laughs.

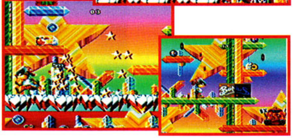
SPRINGS



Springs are not quite as wonderful as wings, but they certainly put a bounce in Oscar's step! With these little bonus items, Oscar can reach high places in a single bound. Even better, springs make jumping on baddies' heads basically a breeze.

PLOT TWISTS





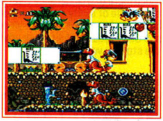
For an added plot twist and a chance to earn some extra lives, you should look around every level for letters that are hiding in hard-to-find film cannisters. If you can spell "BONUS" in any stage, you'll get to play an added round where big rewards are waiting. These bonus stages are timed, so pick up as many prizes and points as you can and then make a mad dash to the exit door before the clock winds down.

WHAT'S SHOWING

The cinema has four screens, each showing a film with a different theme. You can play them in any order, but you must finish a film before you'll be allowed to pick another. First-timers should opt for the fairly simple cartoon first.

SCREEN ONE

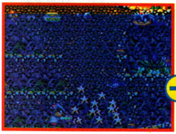
PREHISTORIC HERO

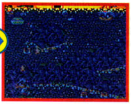


Set back in the days of dinosaurs, this film features loads of prehistoric creatures that are hoping to take a bite out of our buddy, Oscar! In this lush and tropical land, be sure that Oscar looks out for high-flying pterodactyls, terrifying tyrannosaurs, and bouncing baby dinosaurs on wheels! Avoid the dangers of extinction by saving this Jurassic blockbuster for last!

DEEP-SEA DANGER

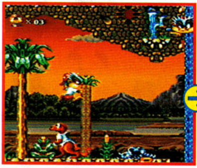
Many bonuses and Oscar statues rest beneath the waves, so you'd better count on getting your feet wet. Luckily, a yo-yo works wonders underwater, allowing Oscar to defeat dangerous fish and break down unpassable barriers.

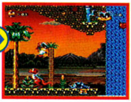




DINO MIGHT

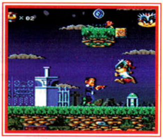
Defeating this red tyrannosaurus rex can be dangerous if you don't stay high above his head. Because this mighty dino has such a nasty bite, try to jump on his noggin three times in a row before landing on solid ground.





SCREEN TWO

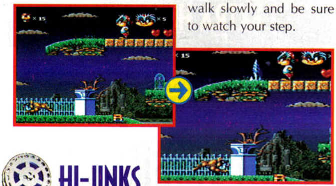
MONSTER MOVIE



Nothing is more frightening than a well-made monster flick, and for Oscar, being the film's star is every bit as scary! Ghouls, ghosts, and a whole host of other assorted creepies seem to be conspiring to put our favorite little actor out of commission. Watch for Frankensteins, broom-riding witches, and all sorts of mean spirits that are trying to upstage our pal!

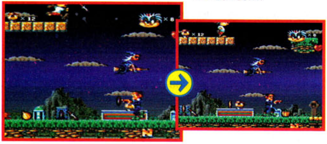
SPIKES?!? YIKES!

Throughout this spooky stage, you'd better stay on your toes to avoid some nasty surprises. Sharp spikes tend to pop up from the ground when you least expect them, so walk slowly and be sure to watch your step.



HI-JINKS

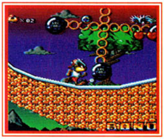
Plenty of hidden platforms throughout this stage are useful for reaching bonuses and staying high above earthbound baddies. But beware! Flying foes are still a cause for concern.



SCREEN THREE

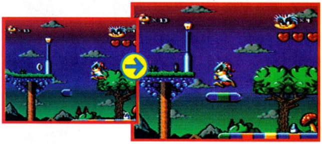
TALE OF TOONS

When Oscar lands the lead in a feature-length cartoon, he figures his part will be a piece of cake. Boy, is he in for a pie in the face! Ferocious bulldogs will try to bite him, mean little mushrooms will add to his misery, and even dill pickles are going to dish out some damage! Who would have thought that toons could be so much trouble?



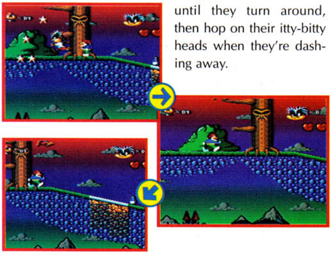
HIDDEN OVERHEAD

If a bonus item is beyond your reach, it's possible that an invisible platform is positioned somewhere above you. Just make a leap of faith and you'll probably find yourself on firm footing.



NIMBLE GNOMES

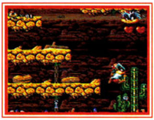
It's best to have a proper plan for dealing with these nimble gnomes or Oscar's heart supply will definitely be in danger. Since Oscar has a heck of a time trying to hit the impetuous imps head-on, he should steer clear of them until they turn around, then hop on their itty-bitty heads when they're dashing away.



SCREEN FOUR

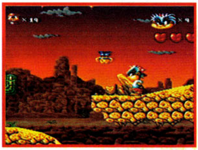
THE WILD WEST

What actor's career would be complete without the top role in an award-winning western? Oscar may be perfect for the part of lead cowpoke, but it's not his acting skills that are going to get him through this stage! If Oscar doesn't want to be put out to pasture, he'll have to corral a bunch of gun-toting cowboys, stomp vicious vultures, and even give the heave-ho to terrifying ten-gallon hats!



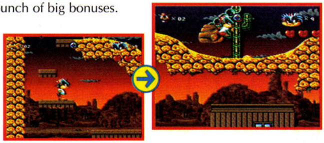
HOPPING HATS

Few sights horrify a cowpoke more than a stampeding horde of hats. Besides being extremely harmful to Oscar's health, the hats are often hard to see because they blend in so well with the dusty landscape.

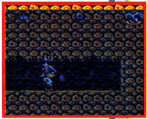


WHOA BIG FELLA

While it's always tempting to begin a stage with a running start, in the second and third western scenes it's better to take things slow. If Oscar searches around the scenes' starting points, he'll find several hidden platforms that lead to a bunch of big bonuses.



A CLOSING CLUE

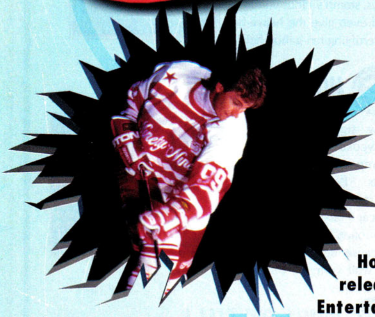


In the last western scene, you'll find all the bonus letters lurking beneath the waves in the far-right section of the stage. You'd better swim slowly!

The NHLPA Presents

WAYNE GRETZKY'S 3D HOCKEY™

NHLPA



ONE OF THE GREATS

Keeping your stick on the ice won't be the problem once Wayne Gretzky's 3-D Hockey for the Nintendo 64 is released this fall from Williams Entertainment. But putting the Controller down may be next to impossible. This month's N64 Power play preview goes onto the ice to check out the lineup.

IN THE GOAL

Ever since the introduction of NBA Jam to the arcades, sports video games have come alive. Part of the attraction of NBA Jam can be attributed to the multi-player modes and the inclusion of real pro players, but the fantasy shots, easy interfaces and breathless action are just as important. Williams Entertainment and the talented development team at Atari Games Corp. have used that formula in an arcade version of Gretzky 3-D, but the N64 version of Gretzky includes even more modes and excitement.

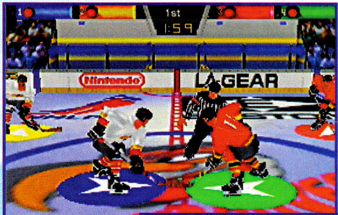
Gretzky 3-D for the Nintendo 64 scores right from the face-off with instant fast fun on the ice. Up to four players can make use of the four Controller ports built into the N64 Control Deck, controlling real NHLPA players from actual NHL teams. (The NHL license was obtained after we received the version of the game pictured here, so the logos have not been updated in these screen shots.) The only difference from live NHL action and the arcade mode, is there are just three players and a goalie on each team. The controls are smooth, quick, precise and intuitive. You can shoot and pass to or from your active player or drone players. Super shots weren't available in the version previewed at Power, but the game's designer and programmer, Ed Logg, says that there will be flaming pucks and blistering shots that send the goalie flying back into the net. As for fighting, Ed promises special moves for slamming opponents to the ice. (Do not try this at home!) The N64 analog Control Stick makes the smooth control possible, and you will be able to customize the Controller buttons and analog stick to match the way you like to play.

A DEUCE

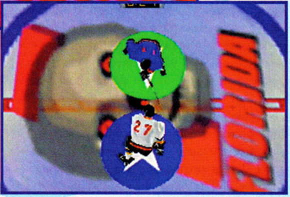
The second big score comes from the 3-D graphics. Bill Hindorff, the Director of Product Development, told us that Gretzky 3-D will be the first fully 3-D video sports game. "The characters, the rinks, the control, all of it is 3-D. Other systems just don't have this capability," he said of the N64. Those 3-D graphics can be viewed from multiple, switchable camera angles including low angles and overheads from the side of the ice and behind-either-goal. (Did we mention that some super shots will set the net on fire?) Switching the camera perspective is as easy as the push of a button and it radically changes the view. The close-up, low-angle perspectives put you in the middle of the action, while the zoomed-out views give you a better look at passing lanes and scoring opportunities. "Most people at E3 noticed the level of detail," Ed recalled. "We're very proud of that. You can see the team emblems and numbers on the jerseys as clear as day." But the level of detail will go even further in the final version. "Now that we have the NHLPA and NHL licenses," Bill said, "we'll have the real team logos in the final game, and we think we can put the face of every NHL player on his character in the game, too." Imagine seeing Eric Lindross or Mario Lemieux skating around on your TV...and you're controlling them.

THE HAT TRICK

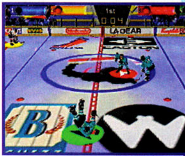
And finally, for the hat trick, Gretzky 3-D goes beyond the arcade game by including a simulation mode with full, five-on-five action—three forwards and two defenders. "We'll have everything in it," said Bill. "Full-sized rinks, real logos and characters, NHL rules, the teams, the players, the fighting." Wayne Gretzky 3-D Hockey will have the best of both worlds—the quick scoring, free-for-all action of the arcade game, and the NHL simulation. Add to that animated close-up celebrations, excellent sound, and the ability to switch out lines during the match and you've got the most realistic hockey game ever.

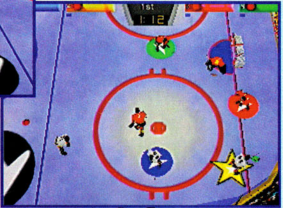


Up to four players can face off in Gretzky 3-D. The smart use of large, colorful circles and arrows (when you're off the screen) to denote each active character makes it easy to follow the action.

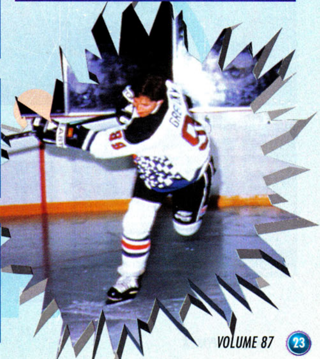


Gretzky 3-D makes use of the N64's power in subtle ways. Virtually everything is texture mapped, from the jerseys to the logos at center ice.





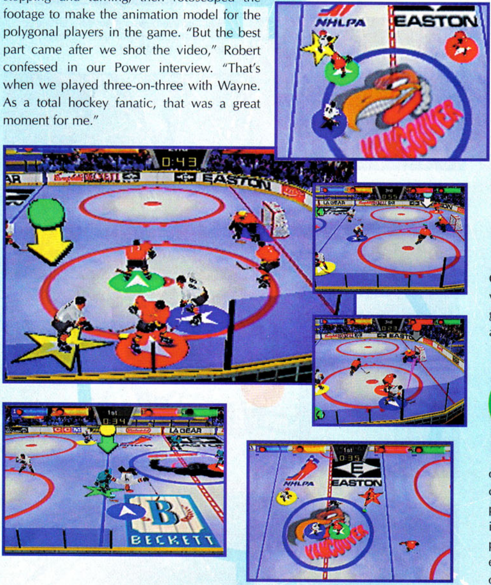
Whether overhead or practically sitting on the ice, the camera positions in Gretzky 3-D are dramatic and practical.



GRETZKY IN 3-D

The Great One himself helped the design team in the early stages of development. As it turned out, virtually everyone on the arcade development team was a hockey player or fan. "That was great for us," said Ed, "because all the design specs were done by guys who really love the sport." The ultimate Ice Rat may have been Robert Daily, whose development team began work on the arcade game about two years ago. In one session with Wayne last December, Robert and his team discussed three-on-three strategies, which led to changes in the game's AI. In March, they video taped Wayne on the ice, skating, shooting, stopping and turning, then rotoscoped the footage to make the animation model for the polygonal players in the game. "But the best part came after we shot the video," Robert confessed in our Power interview. "That's when we played three-on-three with Wayne. As a total hockey fanatic, that was a great moment for me."

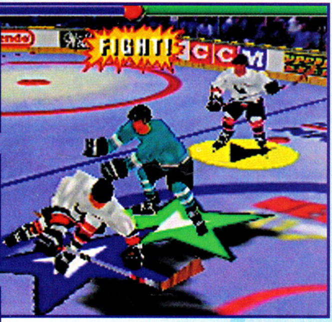
Up to four players can join in, choosing teams and lines before hitting the ice.



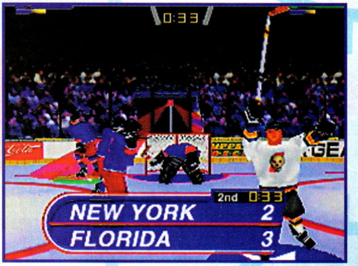
PRACTICALLY PERFECT

One of the most overlooked aspects of sports video games in general, and hockey video games in particular, is the identification of active players and the puck or ball. The Gretzky team did an excellent job of making smart, practical choices so that you always know where to look for the action. Active players are indicated by a colored circle or star. The star indicates that the player has control of the puck...at least for the moment. The circle shows your active player without the puck. At any time, only one player has a star indicator, making it simple to focus on the puck. The puck itself is large, has a highlighted arrow above it, and uses a highlighted trail on the ice.

THE LEARNING CURVE



Like a real opponent, Gretzky 3-D can learn from your game play. In the arcade mode, the game begins with fairly simple AI. Defensive players skate out of your way at critical moments and the goalie seems to fall asleep at times. That's just to get you into the game. If you manage to score easily, the game sets its AI on a higher notch, making it harder for you to score. The computer's offense also gets smarter as the AI increases. "In the arcade game, you want people to pick up the controller and get a quick score because they only have two minutes to play," explained Ed. "But we also want the game to challenge good players, so it learns what level you're at and adjusts its own play."



Players celebrate after a goal, but only for a few seconds. The game never slows down or loses its intensity.

ON THE ICE

The only question left unanswered for Wayne Gretzky's 3-D Hockey now is: when will it come out? Even though it will probably be one of the earlier titles this fall, it won't be soon enough. As the first four-player game for the N64, Gretzky 3-D will be the hot choice for hockey fans and party animals alike.

The level of detail even goes so far as to distinguish between right-handed and left-handed players.

KIRBY
SUPER STAR
TM

Kirby's back, and ready to save Dream Land in Nintendo's Kirby Super Star. With nine different games crammed into one 32-Meg, battery-backed Pak, we only had enough pages to show you the first three. Stay tuned for more tips and tactics in the next issue of Nintendo Power!

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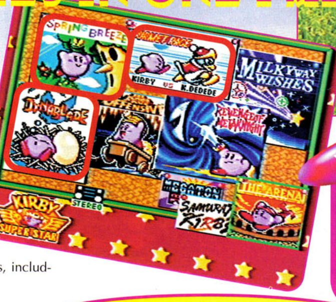
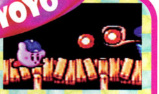
NINE GAMES IN ONE PAK!

Kirby Super Star has nine different games, including six side-scrolling adventures and three mini contests. Every game is ranked with one to five stars. The more stars, the higher the difficulty level, so there's something for players of all abilities. Pick a short and sweet two-star game or endure a grueling five-star campaign packed with hidden secrets and surprises. If you're curious or confused, each game has a user-friendly tutorial program packed with tips and hints. As you complete each game, you'll be invited to try tougher challenges, including The Arena!



YOYO



Entangle your enemies and bonk them on the noggin with the Yoyo! This item is great for dispatching baddies from a distance.

TAKE A BIG GULP

Like the original Kirby's Adventure for the NES, Kirby copies the powers of the enemies he inhales and swallows. There are over forty different foes and over twenty unique abilities for Kirby to copy. Depending on the foe inhaled and the status of Kirby's energy meter, he might be able to trick his enemies with up to four special attacks.

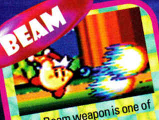
SPRING BREEZE

King Dedede made off with all the food in Dream Land. It's up to Kirby to save the harvest and change the King's wicked ways. Spring Breeze is a four-stage game for beginners, so on a difficulty scale of one to five, Spring Breeze is ranked a user-friendly one star.

GREEN GREENS

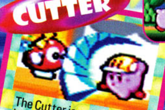
Stage One, Green Greens, is a walk in the park, but be sure to search high and low for all of the food. Inhale the first enemy you see and copy their special ability. Then press the A Button and donate your special skill to a handy helper!

BEAM

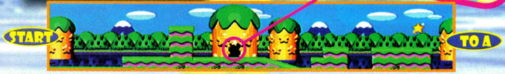


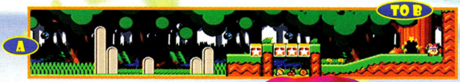
The Beam weapon is one of the most versatile weapons in Kirby's arsenal. Find out what it does by pressing the Start Button.

CUTTER



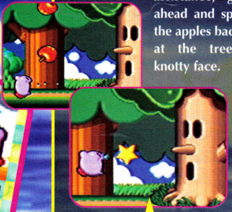
The Cutter is a sharp edged boomerang. In addition to using it against enemies, you can also cut ropes blocking your path.

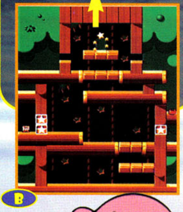




NO HARDWOOD

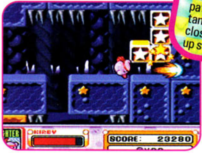
The tree at the end of Stage One is easy to defeat if you have bombs and a helper. If you don't have any weapons or assistance, go ahead and spit the apples back at the tree's knotty face.



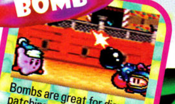


FLOAT ISLANDS

Stage Two, Float Islands, has a mixture of twisting caves, fiery foes and deep, dark water. If you're terribly tenacious, you'll find your way to the door step of a large castle. Inside, Lolo and Lala are waiting to push you around. Use your special skills, or spew a block or two in their direction.



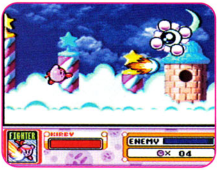
BOMB



Bombs are great for dispatching enemies at a distance. But if Kirby gets too close to the blast, he'll end up scorched.

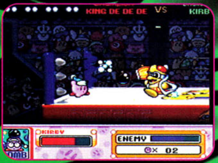
BUBBLY CLOUDS

The entrance to the sky-high land of Bubbly Clouds marks the halfway point in the Spring Breeze game. If you're having problems with the Spiked Cloud at the end of the stage, keep creating a Waddle Doo as your helper and let him finish off the stormy guardian for you.



MT. DEDEDE

Mt. Dedede is the fourth and final stage in Spring Breeze. This is a short stage consisting of a hallway and the arena where you confront King Dedede. Have a Rocky Helper with you and use the Bomb ability to finish Dedede off.

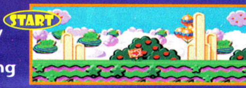


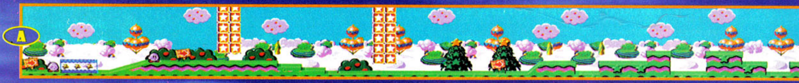
King Dedede isn't tough if you have a special ability and a helper. Otherwise, spew the random stars in his direction.

GOURMET RACE

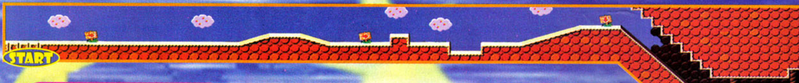
Gourmet Race is a head-to-head footrace between Kirby and King Dedede. The victor is the racer who snatches up enough food to win the best of three races. This racing game is not rated on the star difficulty scale.

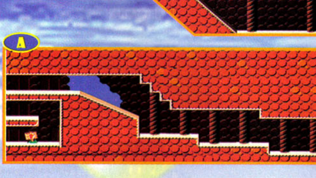
STAGE ONE

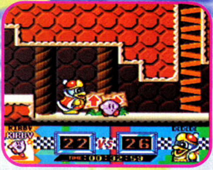




STAGE TWO







THE BLOATED ROAD

King Dedede has a rough time navigating the thin rungs on ladders, so he needs to inflate himself and float up to take the high road. Since Kirby is a champion climber, you can usually get ahead of the bloated King on the ladders. Take the high road whenever you can, and you will float ahead with a big lead.

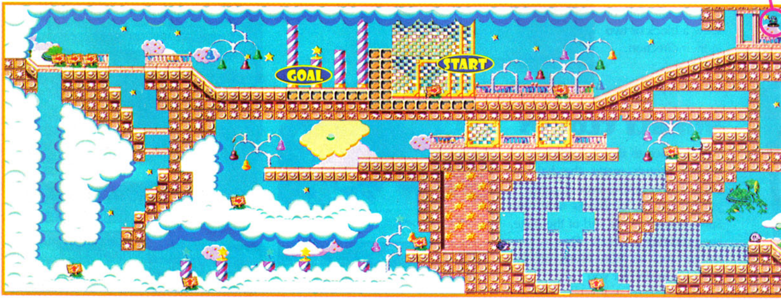
STAGE THREE

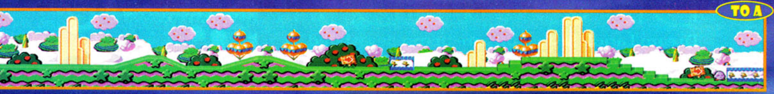
DON'T COOL YOUR JETS

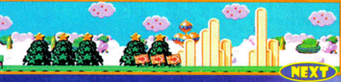
Kirby's short little wings can't carry him fast enough to stay ahead of King Dedede, so you will want to strap the Jet Pack on Kirby's back. The Jet Pack is the first item you come to on the third and final stage of the Gourmet Race. If you have it, this leg of the relay race is in the bag. Just make sure you pick up all the food you see on the way.

JET

While the jet's blast can be used to dispatch foes, this item works best for gliding through open spaces.

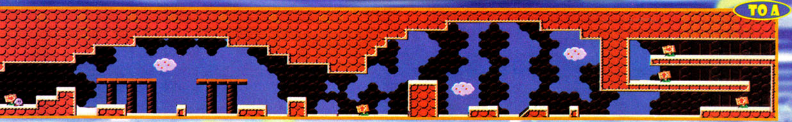


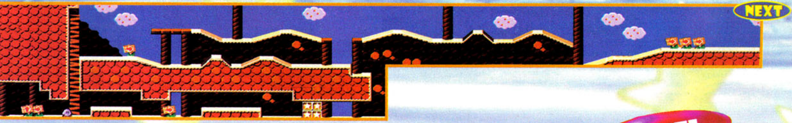




DON'T GET WATERED DOWN

The puddles throughout Gourmet Race are there to soak up Kirby's extra speed. When at all possible, try leaping over the wet stuff. If you stay dry, you should have the lead over King Dedede by the time you reach the checkpoint.





PARASOL

The Parasol is an excellent shield. Use the bumbershoot to pick up and hurl your enemies out of the way.

NINJA

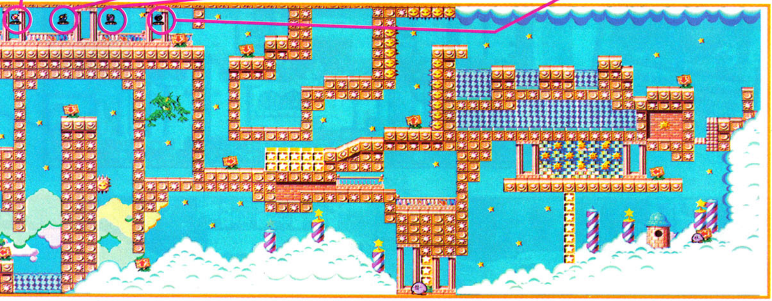
Use the powers of the Ninja to hide in the shadows and surprise your foes. You can also throw knives.

WING

Grab this powerful item whenever you want to wing it through the level. The feather gun is one of the best weapons in the game.

WHEEL

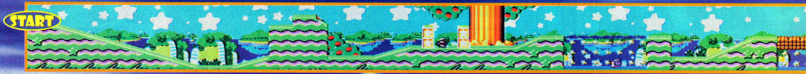
Hit the road with the wheel and run down your foes! The wheel can ride on water, but watch out for the thorns!

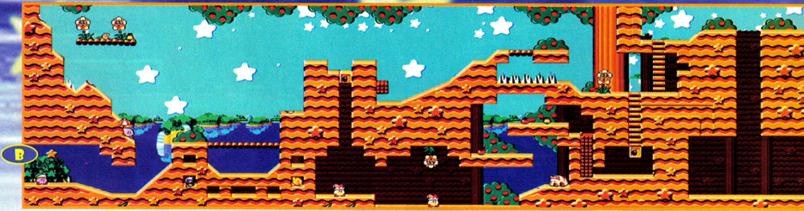


DYNA BLADE

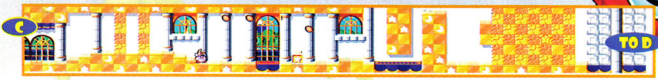
Dream Land's tasty crops are being devastated by a feisty fowl named Dyna Blade. Save the harvest by completing the game's five stages and plucking Dyna Blade's feathers. On a skill scale of one to five stars, Dyna Blade ranks a middle-of-the-road three.

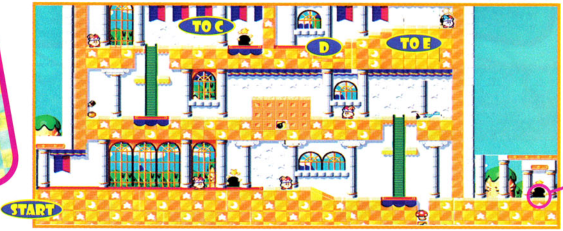
STAGE ONE





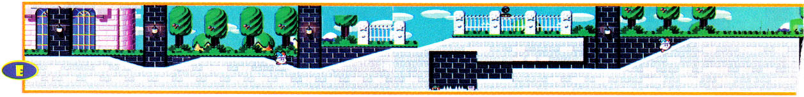
START SECTION 2



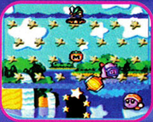


MIRROR

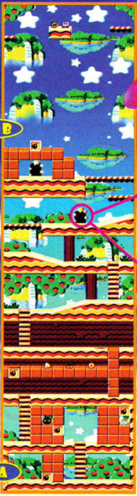
Swallow a Simirror and you can reflect your enemy's attacks or make them see double with decoy Kirbys.



GRAB THE PRIZES



Don't miss out on the goods behind this star-crossed door. Restore your life meter with the Magic Jar and pick up the Sword power for yourself. If you don't have a helper, convert the sword power into a Blade Knight and pick up a second Sword power for yourself.



SLEEP

Let the Sleepy dogs lie! If Kirby accidentally touches a Sleepy, he'll fall into a deep slumber for several seconds.

KIRBY'S CANNON-BALL BONUS

Each time you complete a stage in Dyna Blade, you can play for extra lives in a special bonus round. The object is to fire the cannon when the energy meter is at its maximum power. If you can shoot Kirby past the Number "1" Sign, you'll pick up three extra lives.

SWORD

En Garde! Swallow a Blade Knight and leave the mark of Kirby on the measly hides of the enemies in Dream Land.

COOK

Welcome to Cafe Kirby! When Kirby has the Cook power, he can bang his cutlery together to call all the enemies for dinner. Your foes won't realize that they're the ones on the menu until Kirby slams the lid on the big kettle. Kirby adds a little seasoning and voila! Your former foes are tasty treats!

NINJA

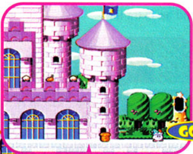
In addition to a sword attack, Kirby's Ninja skills let him cling to walls or turn invisible to avoid injury.

HAMMER

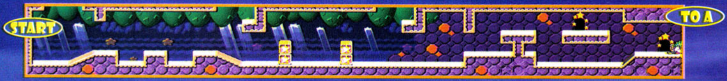
Not only can the Hammer squash enemies and break blocks, but it's one of the few items Kirby can use underwater.

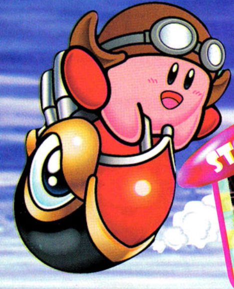
HAMMER TIME

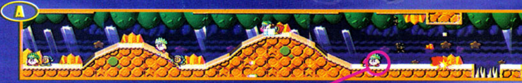
Pick up three extra lives by pounding down this post outside the castle near the end of the second stage. Slamming the post detonates the explosives stored beneath the castle and reveals a secret room. If you don't have a hammer, you can use the Stone Powers of Rocky to accomplish the same job.



STAGE THREE







STONE

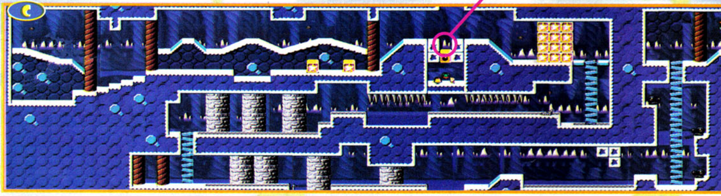
Kirby can't be hurt when he changes into a stone statue. Smash your foes by pressing the Y Button in mid-air.

PLASMA

Shock your enemies with a wave of sparks. Store up plasma power and release it in a mighty surge of energy.

ICE

Gobble up a Snowman and get ready for some freezing fun. A frozen blast from the Ice Power turns your foes into blocks of ice.



STAGE FOUR

HEAVENS ON FIRE

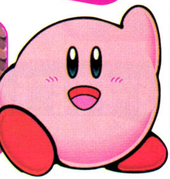
If you find a Hammer, you can pound down a post and open a narrow corridor full of cannons. These cannons won't shoot at you, but if you hop in one you can carom off the mountains and find an extra life.

FIRE

Treat your foes to a barbeque! Chow down on a Burnin' Leo and let the flames roar from Kirby's throat.

MULTIPLE EXITS

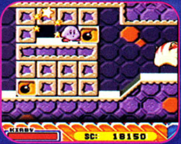
There's more than one door to exit the fourth area in Dyna Blade, but there's only one secret entrance to the Bonus Stage. Look for a door in the lower left corner of the lava section of the level. The Bonus Stage isn't very long, but you can choose from nine different powers and raise your life meter.

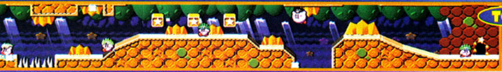


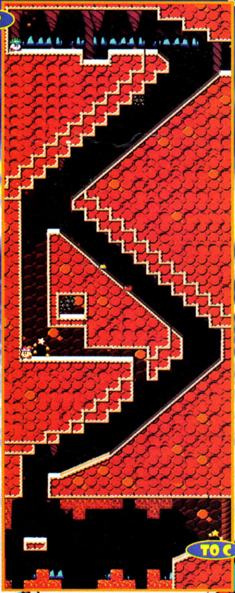
KIRBY
SC: 8700
×05

DON'T GET STUCK!

Lose your life and your hammer inside this room, and you won't be able to break these blocks. If you don't have any items, your only alternative is the Reset Button. Good thing you were reading your Nintendo Power Magazine before this happened to you!

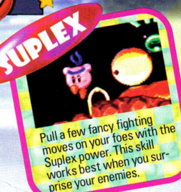




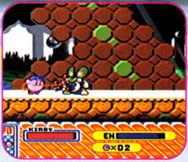


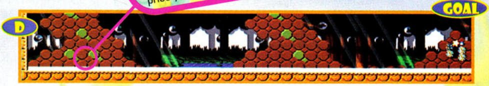
BUST UP BUGZZY

The big Bugzzy at the end of Stage Three won't be a problem if you have your Ice power and a Chilly helper with you. Bugzzy freezes up with fright if you give him a cold blast. Keep repeating the attack until this Guardian chills out.



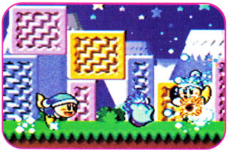
Pull a few fancy fighting moves on your foes with the Suplex power. This skill works best when you surprise your enemies.





IN THE HOME STRETCH

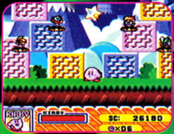
Before Kirby can wrap up Stage Four and fight Dyna Blade, he must travel down a long road obstructed by a chilly Walrus, hammering Bonkers, and a pair of bomb toting Poppy Brothers. Improve your chances by taking a helper along with you.



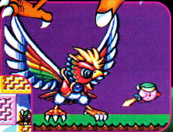
The bomb blasting Poppy Brothers are the last opponents in Stage Four. You can survive the battle if you have a special power and a helper.

DYNA BLADE

The confrontation with Dyna Blade takes place high atop a mountain in Stage Five. You can win this final battle easily if you are equipped with powerful weapons. Many players find it's easiest to defeat the giant bird if Kirby has the Sword power and a Blade Knight helper.



Prior to climbing up to Dyna Blade's aerie, Kirby can equip one of four different powers. Be sure to create a helper character too.



Quickly cut to the ending credits by using the Sword power and a Blade Knight on Dyna Blade before she can carry you off in her sharp talons.

...CONTINUED NEXT ISSUE

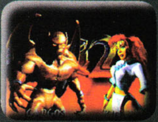
CLASSIFIED INFORMATION

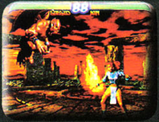
0428 6211 4842 0680
MEMBER IDENTIFICATION #

KILLER INSTINCT 2

Gargos Lives!

Here's the KI 2 arcade game code that you've all been waiting for! On the Player Select screen, hold Up and press FP, MP, MK, FK, MP, QP, QK and MK (for those who identify Attack buttons by number, the sequence is 3, 2, 5, 6, 2, 1, 4 and 5). Gargos will appear in the player roster next to Maya!


You'll hear a tone if the code is entered correctly.


You'll now command the awesome might of Gargos!

AAAHH!!! REAL MONSTERS

Silly Sounds

To hear some of the game's sound effects, press the A, B, X and Y Buttons on the Nickelodeon screen. To make the Gromble blink, press L and R on the Pre-stage screen.

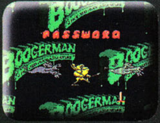
NICKELODEON
Pressing different directions on the Control Pad may affect what you hear.

SCREAMING 101A
FIND
If you don't listen carefully, my little pustules, I'll have to send in the Snorch!

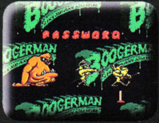
BOOGERMAN
A PICK AND FLICK ADVENTURE

Boss Passwords

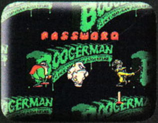
Boogerman is the world's most powerful "all natural" superhero, and he's ready to blow away any and all super-villains he encounters! Use the passwords below to gain instant access to the boss stages in this hilarious "Pick and Flick" adventure for the Super NES.



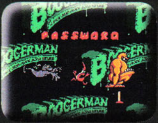
HICKBOY



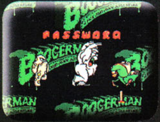
REVOLTA



FLYBOY



DEODOR ANT



BOOGER MEISTER

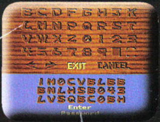
With these passwords, you can jump straight into the sticky stuff!

BASS Masters CLASSIC PRO EDITION

Pro Circuit Password

If you're having trouble landing the big ones in Bass Masters Classic: Pro Edition, use the password below to jump ahead on the Pro Tournament circuit. It will take you to the last lake on the third day of competition.

Lake Calabasas, Day 3:
1M0CVBLBB
BNLHSB043
LVSQBC0BH


BCDFGHJK
LMNPQRST
VWXZ0123
456789
EXIT
CANCEL
Enter
Password

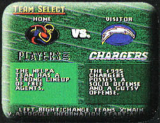
1M0CVBLBB
BNLHSB043
LVSQBC0BH

Use this password to get a jump on your competition.

Billy, will you hand me that fly I just tied? Thank you kindly.

Even More Special Teams

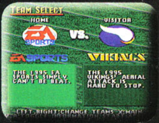
Did you think we had run out of Madden '96 codes? Heck, no! Here are the last special team codes that we know of. To access the Players Inc. team, highlight the Panthers on the Team Select screen and press L, Y, B, R, A, R and Y. To access the nearly unbeatable EA Sports team, highlight the All-Madden squad and press B, A, L, L and Select. (L and R are the L and R Buttons, not Left and Right.)


TEAM SELECT
HOME
VISITOR
VS.
PLAYERS
CHARGERS
LEFT,RIGHT:CHANGE TEAMS X:MAIN
Y,A:TOGGLE INFORMATION START:

THE NFLPA TEAM HAS A STRONG LINEUP OF FREE AGENTS.

THE 1995 CHARGERS POSSESS A SOLID DEFENSE AND A GUTSY OFFENSE.

PLAYERS INC.:
Press L, Y, B, R, A, R and Y.


TEAM SELECT
HOME
VISITOR
VS.
EA SPORTS
VIKINGS
LEFT,RIGHT:CHANGE TEAMS X:MAIN
Y,A:TOGGLE INFORMATION START:

THE 1995 EA SPORTS SIMPLY CAN'T BE BEAT.

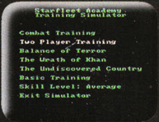
THE 1995 VIKINGS' AERIAL ATTACK IS HARD TO STOP.

EA SPORTS:
Press B, A, L, L and Select.

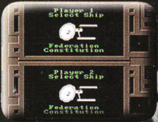
STAR TREK STARFLEET ACADEMY

Secret Federation Prototype

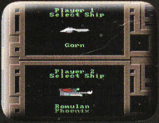
We received an urgent sub-space message from Starfleet Command ordering us to pass on this priority-one information vital to the security of the Federation! (Uh, okay, so we stumbled across this really cool code the other day...) This code gives you access to the ultra-powerful Federation Prototype-A starship. Go to the two-player combat simulator. On Controller I, enter the hidden ship code we published last year (hold L, R and Select, and press A, Y, B and Y). Player I should pick the Gorn cruiser and Player II should command the Romulan Phoenix. Let the Phoenix win. Now go to the one-player combat simulator. The first ship you see should be the prototype. This baby can outrun and outgun anything in space!


Starfleet Academy
Training Simulator
Combat Training
Two Player Training
Balance of Terror
The Wrath of Khan
The Undiscovered Country
Basic Training
Skill Level: Average
Exit Simulator

Select the two-player combat simulator mode.


Player 1
Select Ship
Federation
Constitution
Player 2
Select Ship
Federation
Constitution

Hold L, R and Select, and press A, Y, B, and Y on Controller I.

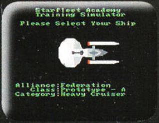

Player 1
Select Ship
Gorn
Player 2
Select Ship
Romulan
Phoenix

Player I should take the Gorn cruiser, while Player II pilots the Romulan Phoenix.

Ship Disabled

Simulation Complete

Let the Phoenix win, then go to the one-player combat simulator.


Starfleet Academy
Training Simulator
Please Select Your Ship

Alliance: Federation
Class: Prototype - A
Category: Heavy Cruiser

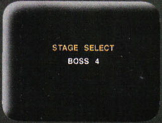
The secret prototype will appear. If you scroll past it, it will disappear from the roster.

Just a few volleys of phaser fire from the prototype will toast any opponent!

Nosferatu

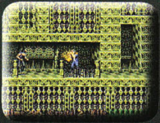
Stage Select and Green Crystal Refill

We printed a Red Crystal Refill code in Volume 84, and now we've got a Stage Select and a Green Crystal code, too. To access the Stage Select screen, go to the Configuration screen and highlight the word "Exit." Now press L, L, R, R, R, L, L and L (L and R are the L and R Buttons, not Left and Right). The Stage Select screen will then appear. To max out your Green Crystal (Health) meter, first perform a spinning back kick by pressing Away and Y simultaneously. Now pause the game and press Up, X, Right, A, Down, B, Left and Y. Press Start to return to the game. With all these codes, you'll have no trouble putting Drac down for the count!



STAGE SELECT
BOSS 4

Press Up and Down to select a stage, then press Start.

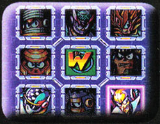


The Green Crystal code can be used at any time.

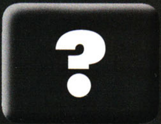
Mega Man VII

Hidden Music

On the Stage Select screen, highlight the Shade Man stage and press and hold the B Button to hear a hidden melody. Long-time gamers will recognize the tune!



This trick works only if you haven't completed the stage.

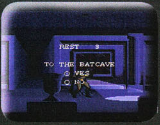


Hint: the music is from a "ghostly" Capcom classic!

the adventures of Batman & Robin

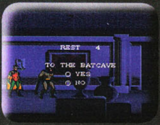
Unlimited Lives and Continues

This is a little trick that we just stumbled across by chance. If you're running out of lives, just press Start to pause, then return to the Batcave. You'll have to start all the way back at the beginning of the level, but your Health meter will be replenished, and you'll have a full complement of lives and continues! (The exact number will depend on the difficulty level you're playing on.)



REST 3
TO THE BATCAVE
● YES
○ NO

You can use this trick at any point in the game.



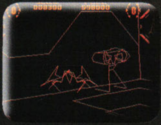
REST 4
TO THE BATCAVE
○ YES
● NO

The war against crime is never ending!

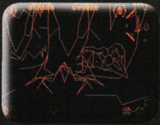
Red Alarm

More Hidden Icons

As we were flying around blowing things up in Red Alarm, we discovered a few more hidden icons scattered around in Stages One and Two. In Stage One, fly through the stage until you enter the first room with large pillars in it. Shoot at the base of the walls just before the exit to find a wire-frame Virtual Boy and Virtual Boy controller. In Stage Two, shoot at the walls around the waterfalls and see what happens.



We wonder who left this behind?



This is no time for gawking! The enemy awaits!

CLASSIFIED INFORMATION

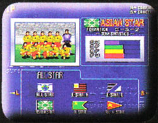
INTERNATIONAL SUPERSTAR SOCCER DELUXE

All-Star Teams and Extra Skill Points

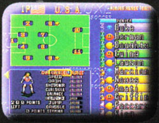
Here are a couple of codes that will help your chosen squad bring home the world championship. To access the all-star soccer teams, press R, Up, Down, L, X, B, Left, Right, B and A on Controller II at the Title screen. These teams are only available in the Open Game and Training modes. To double your number of available skill points, first select the Edit Player Skills option on the Match Options screen. Use up all of the points you normally have (usually 200) to increase various players' skill ratings. Now place the cursor on the Cancel option and press the Y Button. You'll now have 200 extra skill points to play with! You can use this trick once before each match. You cannot access the Match Options screen once a game has started.

INTERNATIONAL SUPERSTAR SOCCER DELUXE

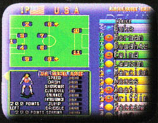
You'll hear a dog bark if you enter the all-star code correctly.



All of these teams can more than hold their own.



Use up all of your skill points, then highlight "Cancel" and press the Y Button.



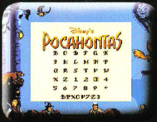
Presto! You'll have another 200 points to round out your team's skills.

Disney's POCAHONTAS

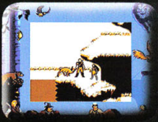
All the Colors of the Wind

One of the most popular films of the past year is now a blockbuster game, as well. The peaceful life of the Powhatans is disrupted by English settlers, and it's up to you to sow the seeds of peace between the two cultures. The following passwords can whisk you to any stage in this dazzling and daring adventure!

Stage 2:	KPGXH4T8
Stage 3:	CMQZB6R1
Stage 4:	JWDLF7K5
Stage 5:	TGNDX3V9
Stage 6:	HFSBD2M6
Stage 7:	QZJRL1W4
Stage 8:	BPXCV7Z3
Colors of the Wind:	SDLFT8G2
Stage 9:	RWHJX9Z5
Stage 10:	MVNGB4C6
Stage 11:	KCQTD3W1
Stage 12:	TBPRG5H8
Stage 13:	QFCMX2B9
Stage 14:	VDHKS6L7
Stage 15:	BNJHZ1R9



You can jump to any stage in the game you like without muss or fuss.



You must guide both the Powhatans and the settlers on the road to peace.

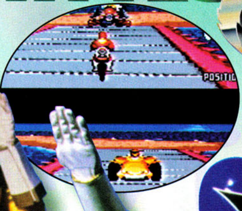
Experts, shmexperts! If you've got an awesome tip or a killer code, send it in! We'll print your stuff alongside the pros' codes. So what are you waiting for? Warm up your brain pans, crack your knuckles and press those buttons!

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

GO! GO! POWER RANGERS!

This fall Bandai is bringing back those popular Power Rangers to the Super NES for some full-throttled thrills! This two-player game pits Ranger against Ranger in a high-speed test around treacherous tracks. Is your chosen Ranger up to the challenge?

SABAN'S POWER RANGERS ZEO BATTLE RACERS™



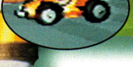
POWER PLAY

When the Power Rangers aren't using their mastery of the martial arts to turn enemies into mincemeat, they turn to the race track to battle things out amongst themselves. Even a couple of foes get in on the fun.

Every vehicle handles differently, so the one you choose may determine whether you win or lose!

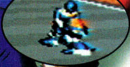
YELLOW RANGER

This Ranger likes to blast around the track in a cool little buggy! While it's a slow competitor, this car has great tires for traction.



BLUE RANGER

This Ranger's hover bike is a ton of fun to fly! It may move slowly, and its traction may be next to nothing, but its acceleration is aces!



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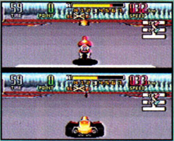
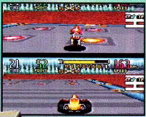
Saban Entertainment, Inc.
© 1996 BANDAI AMERICA, Inc.
Lincensed by Nintendo.

POINT RACE

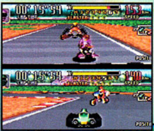
Not every Ranger race is about blazing past your buddy to be first across a finish line. In Point Race, players must pick up as many points as possible by speeding over the gold spots that are placed around the course. A winning Ranger must have top-flight strategy and maneuvering skills.



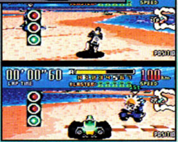


The game's split-screen feature lets each player keep an eye on the other's position.

VS. RACE

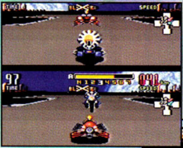


For true head-to-head Ranger racing, players have two options to choose from. A duo can duke it out on their choice of tracks, from simmering sands to ice-covered courses, or you can add a couple of computer-chosen racers to make the contest more challenging.



Race Ranger against Ranger or add two computerized foes to make finishing first an even meaner feat.

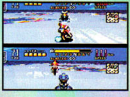
BUMPER CHASE



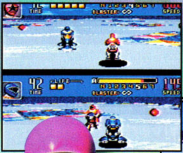
If a hit-and-run rumble is more to your liking than tearing up the laps, check out the Bumper Chase, where players can battle it out high above a bottomless chasm. Try to outmaneuver your opponent, or simply give 'em a few good bumps to send them barreling into the abyss.

Bumping your buddy's buggy may be simple but you'd better have terrific traction if you want to avoid a free fall.

BLASTER MASTER



If you have an itchy trigger finger, there's no better balm than Blaster Master. The object is to race through an obstacle-riddled arena while pummeling your opponent with missiles. Just five direct hits determine who finishes first.



Besides your big guns, speed is the best weapon in Blaster Master. Before heading into battle, you'd better pick a quick Power Ranger.

RED RANGER

Not only is the Red Ranger the head honcho, he also has the best bike! An excellent all-around machine, this racer is the choice of champions.

???? RANGER

This mysterious rider's motorcycle can reach higher speeds than the Red Ranger's, but its slower acceleration can leave it lagging behind.

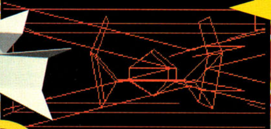
GREEN RANGER

This Ranger's green machine may only reach medium speeds with its less-than-stellar acceleration, but the tires provide near-perfect traction.

PINK RANGER

Shocking pink may be a cool color, but this hover bike is even slower than the blue version! Still, for real fun, there is no finer vehicle.

ZERO RACERS™



Strap on a seatbelt and toss out your driver's license, because Zero Racers ignores the laws of gravity and man. Nintendo's new Virtual Boy® racer shoots the red light and takes you to the edge of panic. If you like narrow spaces and high-speed chases, Zero Racers will be right up your alley. It's the game Virtual Boy® was designed to run.

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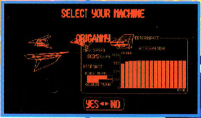
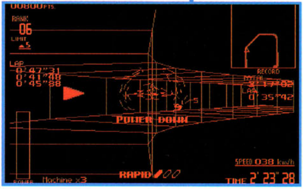
FLAT-OUT SPEED

Remember the rush you got when you first played F-Zero on the Super NES? You leaned, you screamed, you turned the car around and went shooting back the wrong way just to smack into the oncoming cars. Those heady days of hurtling mayhem are back again, but this time it's taking place in the territory of that masked stranger known as Virtual Boy. This time you're in the cockpit of a racing rocket, navigating inside tunnel courses. In Grand Prix mode, drivers challenge the entire series of tunnels. Practice mode lets you check out the tracks before the big race and set time records. Since your juiced-up jet flies at speeds approaching 1000 kph, and the tunnel walls are just a few virtual feet away, there is no room for error.


SELECT YOUR MACHINE
YES ◂▸ NO

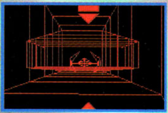
Some vehicles corner well while others are good for flat-out speed. Choose the right one for each course.

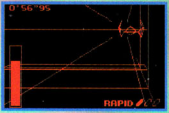

00800PTS.
RANK
06
LIMIT
▲5
LAP
0'47"31
0'41"48
0'45"88
RECORD
TOTAL
3'17"02
LAP
0'35"42
POWER DOWN
POWER
Machine x3
RAPID
SPEED 038 km/h
TIME 2'23"28

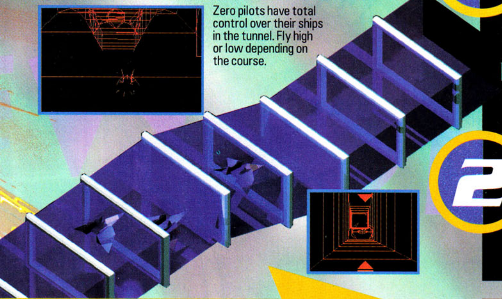
Each of the racers expends fuel when accelerating or slamming into walls. Luckily, you can fill up on juice at the refueling strip.

IN THE COCKPIT

The number one job, once you climb into the driver's seat, is to keep from splattering your ship all over the tunnel walls and ceiling. The throttle, brake and left/right steering controls are standard, but you also have a Turbo Boost button and your vehicle can dive or climb to give you full control in three dimensions. You'll need that control since the tunnels twist, dip, turn and dive like a roller coaster.



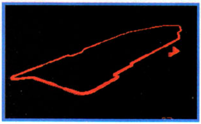

0'56"95
RAPID



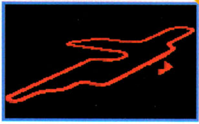
Zero pilots have total control over their ships in the tunnel. Fly high or low depending on the course.

TUNNEL FLYING

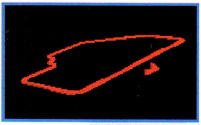
Before racing in a tunnel, you can fly through it using the VTR option. You'll make a complete circuit of the track so that you can see all the nasty surprises waiting for you. The three circuits have five tracks each—15 courses in all—enough to keep Grand Prix racers primed and paranoid.



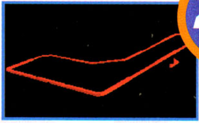
Tunnel A5 in the Practice mode consists of 11,110 meters of white-knuckle flying terror.



Tunnel A4 features lots of turns, but not many ups and downs. You'll need a ship that corners well.



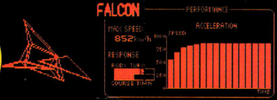
Tunnel A3 is fairly short with lots of curves and few places to use the Turbo.



Obstacles and sharp turns make for a bruising ride in Tunnel A2.

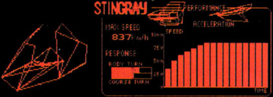
Mean ★★★★★★★ Machines

1 FALCON


FALCON
PERFORMANCE
MAX SPEED
852 km/h
RESPONSE
BODY TURN
COURSE TURN
ACCELERATION
SPEED
1000
750
500
250
0
TIME

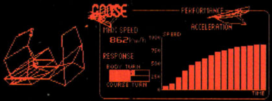
The Falcon is a good all-around ship with medium acceleration, good turning and a fairly high maximum speed of 852 kph. For tunnels with turns and straightaways, the Falcon works well.

2 STINGRAY


STINGRAY
PERFORMANCE
MAX SPEED
837 km/h
RESPONSE
BODY TURN
COURSE TURN
ACCELERATION
SPEED
1000
750
500
250
0
TIME

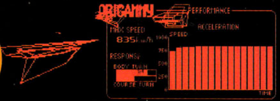
At 837 kph and slower acceleration than the Falcon, the Stingray shines in narrower tunnels where turning control is vital and top speeds are seldom reached.

3 GOOSE


GOOSE
PERFORMANCE
MAX SPEED
862 km/h
RESPONSE
BODY TURN
COURSE TURN
ACCELERATION
SPEED
1000
750
500
250
0
TIME

The heavy Goose has a slow acceleration curve and modest cornering characteristics, but when it gets up to top speed at 862 kph, it blows away everything else.

4 ORIGAMMY


ORIGAMMY
PERFORMANCE
MAX SPEED
835 km/h
RESPONSE
BODY TURN
COURSE TURN
ACCELERATION
SPEED
1000
750
500
250
0
TIME

The paper-light Origammy accelerates instantly and whips around corners like it's on a rail, but the maximum speed is only 835 kph. You'll want this ship in the most twisted tunnels.

© 1995, 1996 Nintendo

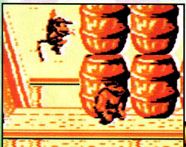
DONKEY KONG LAND II™ DIDDY'S KONG QUEST

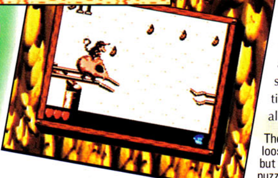
DONKEY KONG
LAND
II
DIDDY'S KONG QUEST

Diddy and Dixie are back for more monkeyshines in Donkey Kong Land 2 for the Game Boy, and believe us, this portable powerhouse is a chimp off the ol' block!

TELL THOSE
KREMLINGS

Swinging Into Action Once Again



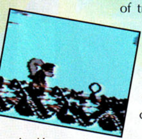


Donkey Kong Land 2 is based on Donkey Kong Country 2 for the Super NES, and all of the essential elements that made DKC 2 so great have been ported over to the 8-bit version. DKL 2 is so like its counterpart in play control, you could hop, skip and stomp from one to the other without missing a beat. The level of graphic detail is astounding, and the animation is wonderfully smooth. The music also received the five-star treatment, and the programmers turned out a terrific adaptation of DKC 2's multi-layered soundtrack. While it has many similarities to DKC 2, DKL 2 has many charms all its own.

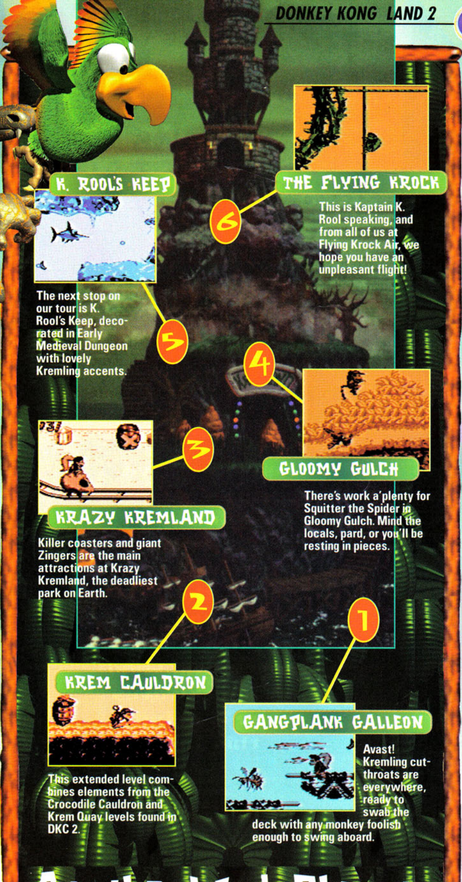
The stage maps in DKL 2 are loosely based on those in DKC 2, but they have different layouts, puzzles and obstacles.

The Best of the Worst

If the next best thing to a good friend is a reliable enemy, then Diddy and Dixie have got it made! The best of the worst are back for a return bout with the Kong clan, and they've got some new tactics to add to their old bag of tricks. On the flip side, our simian superheroes have retained their signature moves, including Diddy's long-range cartwheel jump and Dixie's devastating helicopter spin.



Looking for trouble, little monkey? Kaptain K. Rool is once again at the helm, directing his Kremling hordes in an all-out battle against the Kong clan.



GANGPLANK GALLEON

Avast! Kremling cutthroats are everywhere, ready to swab the deck with any monkey foolish enough to swing aboard.

KREM CAULDRON

This extended level combines elements from the Crocodile Cauldron and Krem Quay levels found in DKC 2.

KRAZY KREMLAND

Killer coasters and giant Zingers are the main attractions at Krazy Kremland, the deadliest park on Earth.

GLOOMY GULCH

There's work a'plenty for Squitter the Spider in Gloomy Gulch. Mind the locals, pard, or you'll be resting in pieces.

K. ROOL'S KEEP

The next stop on our tour is K. Rool's Keep, decorated in Early Medieval Dungeon with lovely Kremling accents.

THE FLYING KROCK

This is Kaptain K. Rool speaking, and from all of us at Flying Krock Air, we hope you have an unpleasant flight!

As the Land Churns

Though incomplete at press time, Donkey Kong Land 2 is already an impressive piece of work. With over thirty stages of non-stop monkey business, including seven Lost World stages, even the most discerning connoisseur will find something tasty here. Stay tuned for expanded coverage in a future issue!

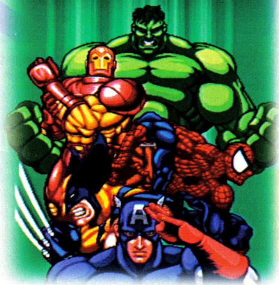
PREVIEW

MARVEL COMICS®

MARVEL SUPER HEROES
WAR OF THE GEMS™

© Capcom Co. Ltd. All Marvel Characters: ™ and © 1996 Marvel Character Inc.

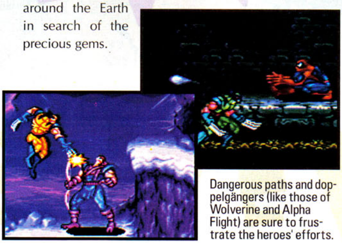
Featuring five fearless heroes and a story ripped from the pages of Marvel Comics, this one-player, Super NES adventure from Capcom will send out shockwaves when it debuts this fall!



THE PRICE OF POWER

Six powerful Infinity Gems are scattered around the planet and it's up to these Marvel Super Heroes to keep them from the clutches of evil forces. Fighting their way through extreme environments, from lush tropics to frozen tundra, the heroes face nothing but trouble as they make a journey around the Earth in search of the precious gems.

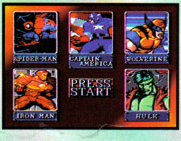
WOLVERINE
NO DATA



Dangerous paths and doppelgängers (like those of Wolverine and Alpha Flight) are sure to frustrate the heroes' efforts.

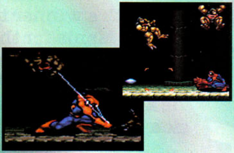
THE HEROES

While the War of the Gems offers five heroes to choose from, determining which character is best suited for a particular stage can be a delicious dilemma. You can only play one hero per level, although you can replace a character who's fallen in defeat. Once a hero is bumped off by baddies, he's a goner for the rest of the game.

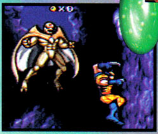


SPIDER-MAN

The web-slinger, with his wall-climbing skills and lightning-fast reflexes, is an excellent soldier in any stage of the war. He's quicker than the other heroes and he's a punishing web-ball pitcher. This web-master is quite a swinger, too!



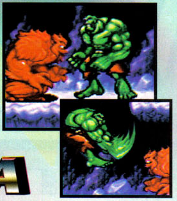
WOLVERINE



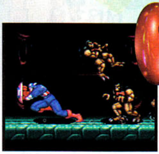
Everyone's favorite X-Man is definitely the dude you'll want to use if a ferocious fight lies in the foreseeable future. His razor-sharp claws are terrific for climbing and for slicing up foes with surgical skill. This hero is most effective in close-range confrontations.

THE HULK

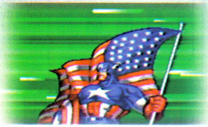
This mass of pure muscle sure packs a major wallop! Where another hero might have to pummel a foe repeatedly, the green guy can finish the job with just a couple of punches. The Hulk's bulk is his only weak point, because he must plod along at a snail's pace.



CAPTAIN AMERICA

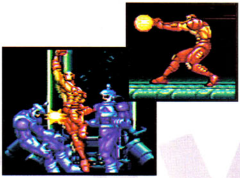


When it comes to protecting the planet, what team would be complete without this super-patriot? While Captain America is a well-balanced hero, his star-spangled shield really makes him shine. It delivers formidable defense and, when thrown, rarely misses the mark.



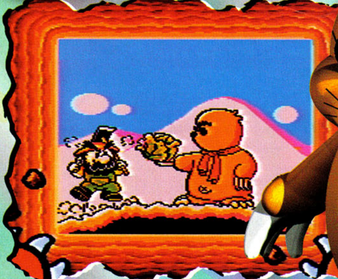
IRON MAN

This knight in shining armor is perhaps the team's most powerful member. Besides providing super strength, his heavy metal suit comes complete with high-jumping jet boots and gloves that pack some potent powers.

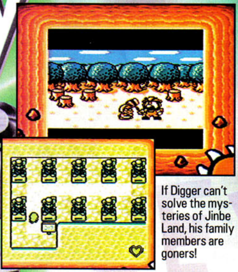


MOLE MANIA™

Nintendo digs down deep and comes up with a winner in Mole Mania for the Game Boy and Super Game Boy. Digger D. is a mole with a mission, and nothing will stop him from rescuing his family from the clutches of the evil Jinbe!

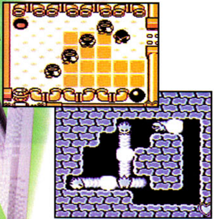


DIGGING UP TROUBLE

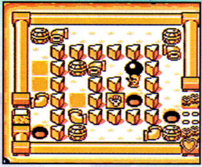


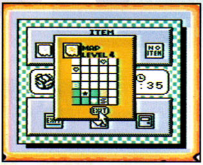
If Digger can't solve the mysteries of Jinbe Land, his family members are goners!

Contrary to what some people might think, Mole Mania has nothing to do with the "whack-a-mole" games that are so popular in arcades. In fact, this engaging pint-sized puzzler is most reminiscent of the classic Adventure of Lolo series for the NES. As with the Lolo titles, the idea here is to push, pull and throw objects around the play field to defeat enemies, clear away obstacles and open the way to the next part of the maze. It even goes the Lolo series one better by having the added dimension of a lower level that you can use to get around obstacles and escape hazards on the surface. All these elements help give Mole Mania that insidious "just one more screen" quality for which puzzle enthusiasts hunger. Players are cast in the role of Digger D., a mild-mannered mammal whose family has been molenapped by an anti-social sort named Jinbe. It seems Jinbe doesn't take kindly to his subterranean neighbors, and he's promised the Mole family a fate worse than death, unless Digger can root them out in time.



Common enemies can be bowled over by balls or crushed by cabbages, while the major-league bad guys will take more finesse.





You can dig up all sorts of items and power-ups along the way, including maps, enemy detectors, extra hearts to replenish your health meter, and more.

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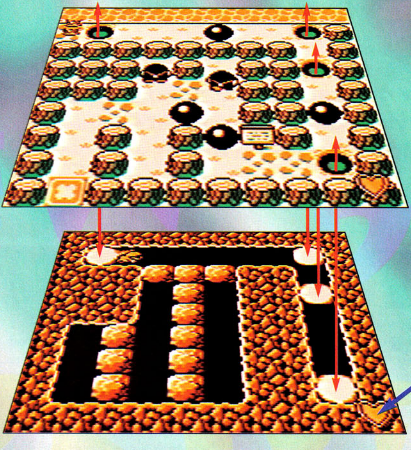
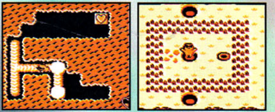
ROOTING FOR FREEDOM

Each level of Mole Mania is broken down into a series of puzzles, one on each screen. You must dig tunnels, defeat enemies and move objects around to reach the exit. Just one wrong move, like digging a hole in the wrong place, may spoil your chances for escape, but you can reset the puzzle by returning to the previous screen, then coming back in. There are two save files, and the game automatically saves your progress after each screen is completed.

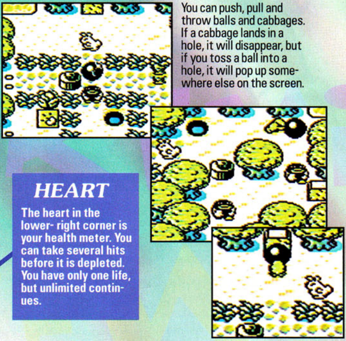


TUNNELING



You can dig beneath some obstacles, but you can't go everywhere underground, either. Digging a hole in the wrong place may prevent you from moving an object into the correct position for blocking or defeating an enemy.

MOVING OBJECTS



You can push, pull and throw balls and cabbages. If a cabbage lands in a hole, it will disappear, but if you toss a ball into a hole, it will pop up somewhere else on the screen.

HEART

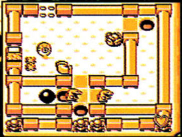
The heart in the lower- right corner is your health meter. You can take several hits before it is depleted. You have only one life, but unlimited continues.

INTO JINBE LAND

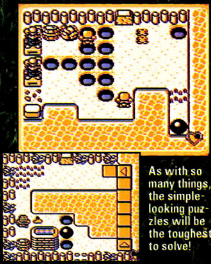
After you complete Level 1, Levels 2 through 7 open up, and you can tackle them in any order. Once all seven levels are completed, the final areas are revealed. Your score for each level is displayed on the Level Select screen, as well as the percentage completed. You can return to the Level Select screen at any time.

Level 4
76%
JINBE

Each level in Jinbe Land has unique characteristics, landmarks and features.



You'll encounter different enemies and items in each level. The trick will be knowing what to do with them.



As with so many things, the simple-looking puzzles will be the toughest to solve!

SUPER MARIO 64®

You've wanted it, you craved it, now you got it: the most in-depth preview yet of the most-anticipated game ever!

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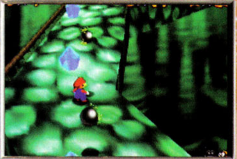
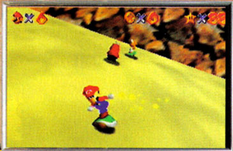
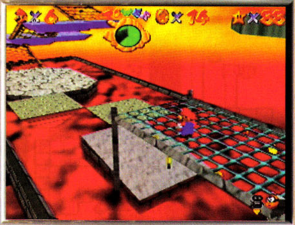
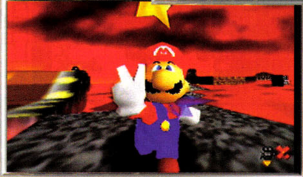
IT'S THE TOP!

In bringing to 3-D life the world's favorite plumber, Mario creator Shigeru Miyamoto and his crackerjack team at Nintendo Company Ltd. have rewritten the book on video games. No video game character has had such variety and freedom of movement until now. No game has ever given players the complete freedom to view the action from any point of view until now. No game has ever combined fine-grain texture maps and fully rendered characters with blazing action until now. The spellbinding story begins when Mario, paying a visit to Princess Toadstool, finds her castle mysteriously vacant. To find out what happened, he'll have to explore every nook and cranny of her marvelous mansion. But that's just the beginning. The action really takes off when Mario hurtles through paintings into strange new worlds unlike anything you've ever seen before. Hey, this game's so good it's downright scary. But most of all, it's terrific fun. So take a deep breath, take a long look, and remember Super Mario 64 debuts next month. Prepare to be blown away!







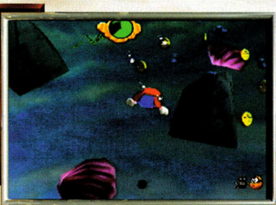


A MARIO FOR ALL SEASONS

Each leap through a picture in the Princess's castle takes Mario into a fantastic new world. Imagine Mario slipping and sliding around the hairpin turns of an ice-covered mountain, or swimming behind a rocky outcropping to evade a ravenous sea monster. Super Mario games have always had terrific play control, but the movement in this game will knock your socks into another dimension. The ingenious Control Stick gives you pinpoint control as you move through three dimensions. Go on, get lost in Super Mario 64. It's the most magical journey you've ever taken!

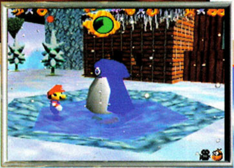
WATER

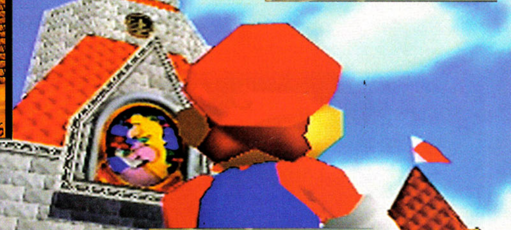
Dive into the deep blue. Try different strokes, twist and turn, and you'll swear you've entered an underwater paradise. Fine—but can you snatch coins from giant scallops? Raise a sunken ship? Even more treasures await you in Super Mario 64's marvelous maritime worlds!



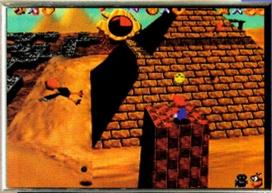
SNOW

Watch your traction. Blizzards and steep slopes make for tough sledding in Super Mario 64's frigid worlds! Move a little too fast, and you'll find yourself skidding off an ice-covered ledge! Oh, by the way: try to do all this while carrying a lost penguin fledgling home to its mother. Just remember that it's a looong way down if you slip!



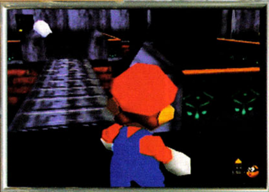


SAND



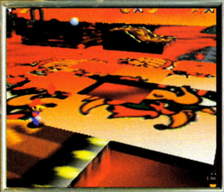
Howling sandstorms, dangerous dunes and jitterbugging Cactuses await Mario in this sun-baked world. Scurry quickly across the scorching sands, and remember: the ancient pyramids won't yield their secrets easily!

SPOOKY



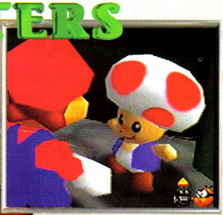
Not content to create breathtakingly realistic 3-D environments, Mr. Miyamoto and his team have conjured up one heck of a haunted home for Big Boo. Evade the giant spiders patrolling the moonlit grounds and enter the castle—if you dare. Inside, ghosts fade in and out of the woodwork, while a Mad Piano would love to chew Mario into chopsticks!

LAVA

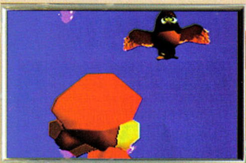


Practice your various locomotion skills before venturing onto the shimmering lakes of lava. You'll find yourself doing plenty of hopping, climbing and flying as you try to keep your cool little footsies from getting burnt!

EXOTIC ENCOUNTERS

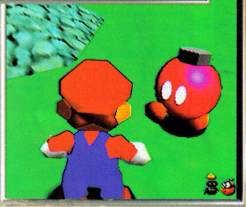


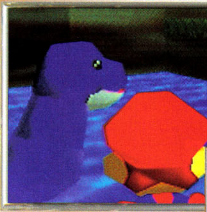
Familiar friends and foes get all-new capabilities in Super Mario 64. Toad haunts odd corners of the castle, always ready with a piece of friendly advice. Creep slowly by the napping Piranha Plants, lest you wake them. And keep checking your back whenever Goombas and Bob-ombs appear. They love to circle behind and ambush you!

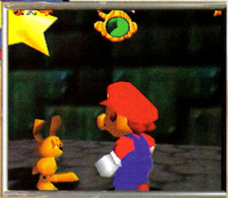


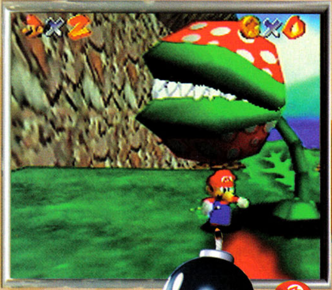
TALK OF THE TRIP

A gaggle of friends old and new offer timely advice and ask for Mario's help. Bob-omb Buddies will wheel out cannons for Mario's high-flying pleasure, while you're in for smooth sailing when a sea monster glides into view!



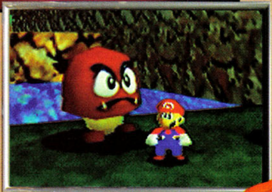






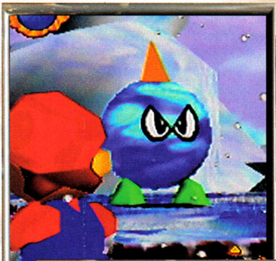
THE GOOD WITH THE BAD

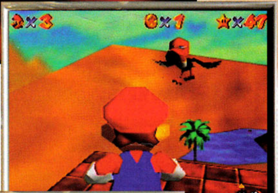
Armed with nothing more than his gloved hands, Mario must catch a runaway bunny deep in the castle's vault. On Tiny and Huge Island, he must stomp gnat-like and gigantic Goombas as well as pipsqueak and prodigious Piranha Plants!

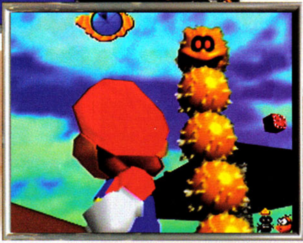


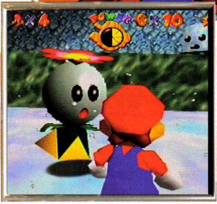
BADDIE BONUSES

Snowbound Mario can grab a stellar prize and a quick trip aloft from a couple of petulant passers-by. In the desert, a larcenous condor leads the way to a major treasure, while a fast-growing Pokey guards a precious blue coin with his needles.

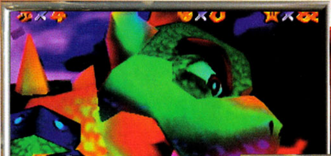




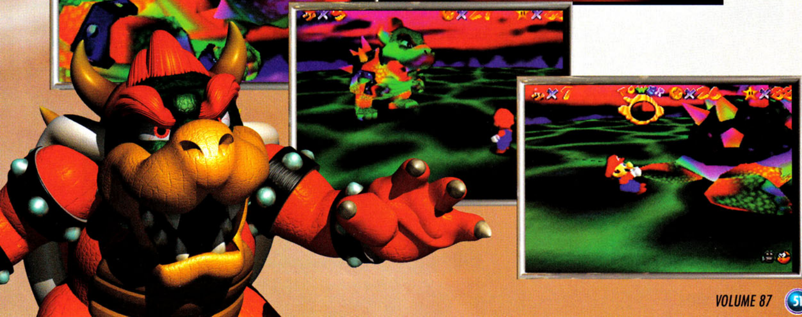




BRAWL WITH BOWSER



You think Mario is the only one with all-new powers? Guess again! The King of the Koopas has been practicing all-new ways to terrorize Mario. Sure, he moves slowly, but he hits like ten tons of 3-D bricks! To make things worse, you'll have to put up with Bowser's gloating every time Mario loses a life. Mwa ha ha!

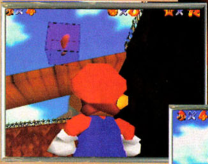


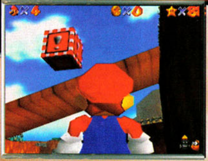
MARIO'S AMAZING MOVES

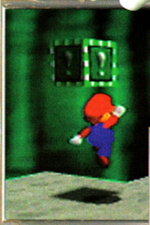
Stretch your skills on the castle grounds, climbing trees and taking a dip in the moat. When you first reach the castle, send Mario leaping onto balconies, bouncing off banisters and flying across the floor. Hey, astonishing acrobatics are just part of Mario's motion sickness. Vault through a picture, then bump up against a Treasure Box. At the drop of a plumber's cap, Mario can swoop, soar or sink like a stone. He can even hitch a ride with a passing owl.

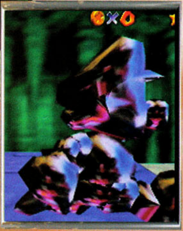
FETCH TREASURES

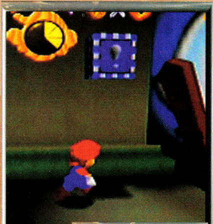
Colored Treasure Boxes abound in Super Mario 64, but many can't be activated until you've found the proper switch, which is hidden elsewhere in the castle. Until then, the mysterious treasure hovers tantalizingly in the air. When Mario jumps, he passes right through it!





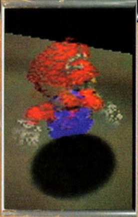


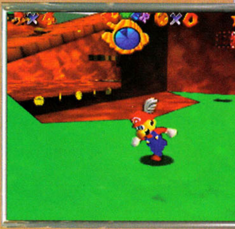


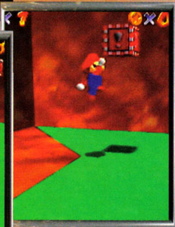


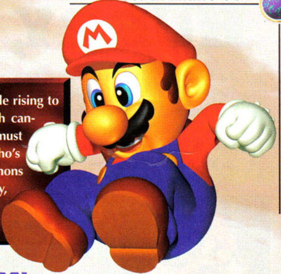
HAT TRICKS

An unseen haberdasher has hidden wondrous caps in Treasure Boxes throughout Super Mario 64. Put on Vanish Cap to stroll through solid walls and take to the skies with the Wing Cap. Metalhead Mario sports a shiny Metal Cap. Not only does it render him practically invincible, it allows him to sink like a stone in water. These short-lived super-powers make for some of the giddiest moments in the game. When they wear off, though, Mario is in danger of an awful fall!







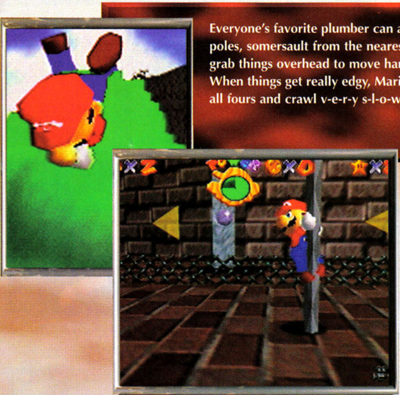


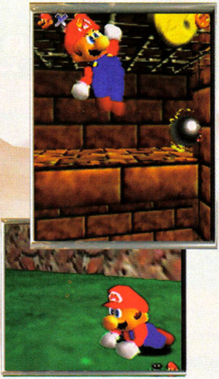
MISSILE MARIO

Ready, aim, fire! Have a blast while rising to greater heights of excellence with cannonball Mario. First, though, you must talk to the friendly Bob-omb who's manning the cannon. Aiming cannons takes trial and error. Fortunately, Mario seems to like the idea of racking up high-flyer miles!

GO, MAN, GO!

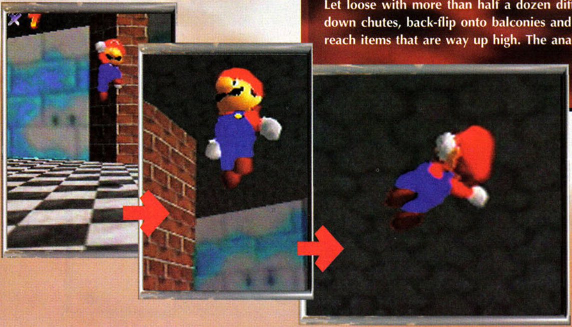
Everyone's favorite plumber can also shinny up poles, somersault from the nearest treetop and grab things overhead to move hand-over-hand. When things get really edgy, Mario can drop to all fours and crawl v-e-r-y s-l-o-w-l-y.





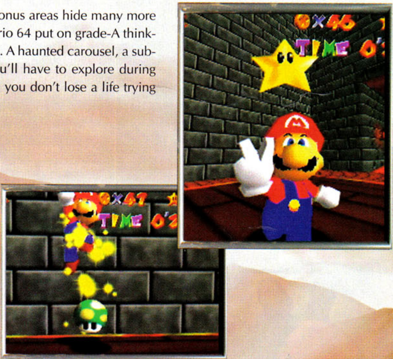
JUMP FOR JOY

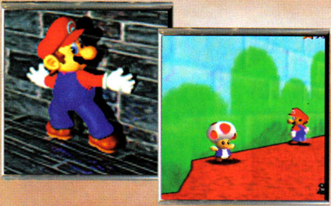
Let loose with more than half a dozen different leaps. Belly-flop down chutes, back-flip onto balconies and Wall Kick off walls to reach items that are way up high. The analog Control Stick gives you pinpoint control of Mario's acrobatics.

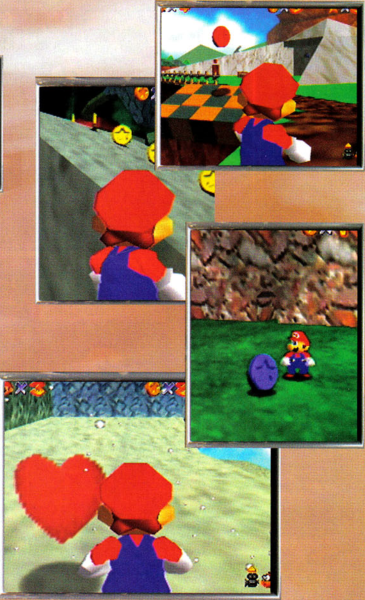


HURRY, TREASURE!

Each picture hides an eight-star attraction, while hidden bonus areas hide many more twinkling treasures. The crafty craftsmen behind Super Mario 64 put on grade-A thinking caps when figuring out where to hide the precious stars. A haunted carousel, a submarine and a volcano are just three of the attractions you'll have to explore during your star trek. Grab fast-moving 1-ups, too, but be careful you don't lose a life trying to win a life!

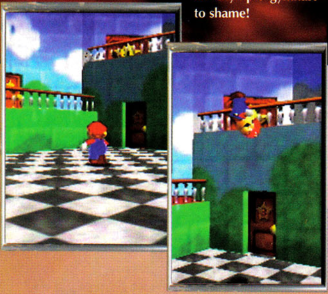






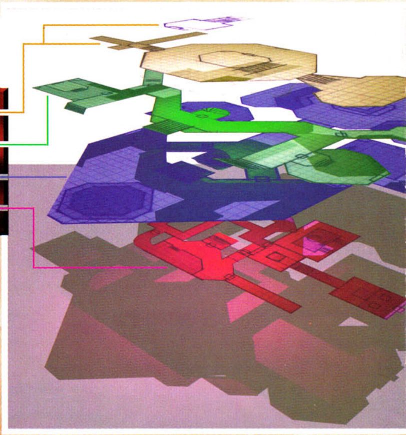
JUMPING FOR JACK

Trying to reach an item that seems impossibly high? Try doing a Wall Kick off the nearest wall to gain the extra altitude needed. Mario has leaping skills that would put an Olympic gymnast to shame!



SECRETS OF THE CASTLE

Here's a quick tour of Super Mario 64's many marvels, from the castle vault to the top of the tower. Super Mario 64 has sun and sand, fire and ice, seas and sunken cities in short, all the elements of a great game. Tune in next issue for an in-depth review!

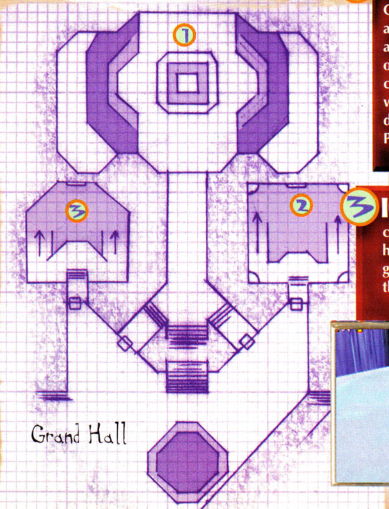


① BOO WHO?

Big Boo welcomes you to his creepy castle. How about a spooky story from a bewitched bookcase? A moonlight climb up a steep roof? Yikes!

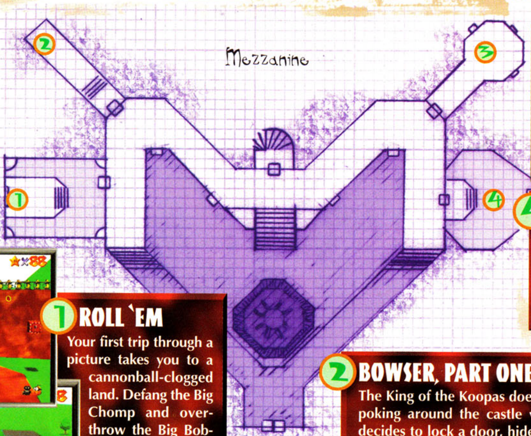
② OWL'S WELL

Give Hoot a hand and he'll give you a ride to the top of this towering challenge of a world. But please don't pick the Piranha Plants!



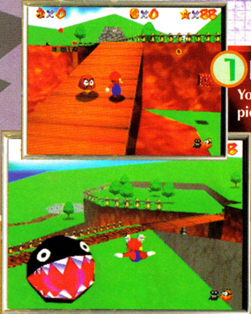
③ ICE IS NICE

When this chillin' penguin challenges you to a downhill race, you'd better hop to it or risk getting left out in the cold!



④ PIRATES

Swim caref
yourself in
sure! Lure ou
the sunken sh
hull. Afterw
caverns to fi



① ROLL 'EM

Your first trip through a picture takes you to a cannonball-clogged land. Defang the Big Chomp and overthrow the Big Bob-omb, but don't get dizzy on your way to his mountaintop hideout!

② BOWSER, PART ONE

The King of the Koopas doesn't like you poking around the castle vault. So he decides to lock a door, hide away in an upstairs bedroom and wait for you to claim the key. It's a perilous climb!

① CAVE, MAN

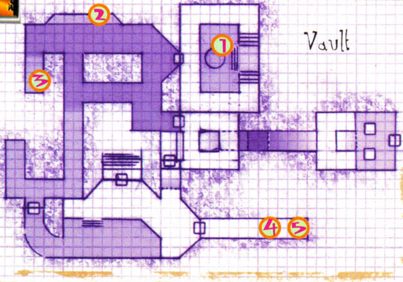
Mario will need a road map to make it through this murky maze. Giant boulders, missile-tossing moles and a labyrinth of deadly fog guard some of the castle's darkest secrets!

FIRE BUBBLE LAND

Hypnotize an evil eye, then grab a pair of wings and catch an updraft from the smoldering lava lake before dropping into a volcano. One false move and you're toast!

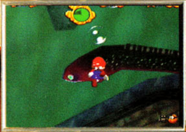
③ JUST DESERT

Jump through a seemingly solid stone wall to reach this shimmering land of shifting sands. Refresh yourself at the oasis before venturing into the great pyramid!



③ GLAD GLIDE

Take a ride on the wild side, bouncing off the guardrails and trying to grab every coin in sight. Or just say "Go!" and try to reach the bottom as fast as possible. Either way, ten out of ten plumbers recommend this slide for your game-playing fun!

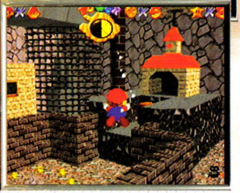


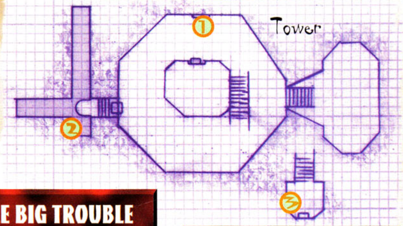
' BAY

ul, matey, or you'll find
Davy Jones's locker for
t the giant eel guarding
ip, then raise the rotting
rd, swim through a water-filled
d the lost loot!

① FLOODED CITY

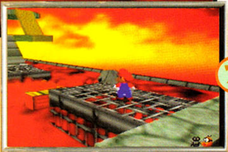
Giant water-striders jealously guard the sunken ruins of a once-great civilization. Climb the skyscrapers by playing flipper with roving catapults, but watch out for the fire hazards!





④ HEAT WAVE

Burning with curiosity, Mario dives down a deep dungeon beneath the castle, only to find himself on a torrid trek!



② LITTLE BIG TROUBLE

Mario enters a giant world where he must avoid becoming fish bait. When he hops down a pipe to itty-bitty isle, he can leap tiny troublemakers in a single bound!

⑤ HIGH TIDE

A wicked waterspout doesn't trouble the giant manta and even stranger beasts infesting the castle's lower depths.

③ CLOCKER

Take a time-out to explore even more marvels hidden in the castle tower. The sky's the limit when you take off on the magic carpet ride that is Super Mario 64!

PILOTWINGS 64™

FLIGHT ETA: September 30th, 1996

FROM: Nintendo

FOR: N64

5

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EPIC CENTER

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THEME PARK

Ocean of America hasn't managed to bring this strategy simulation game out in North America, but it looks as if another publisher may get the chance. Epic News has been following a potential deal for several months that would bring Theme Park to our strategy-starved continent. Based on the cult-hit computer game of the same name, the Super NES version of Theme Park recreates a quirky, in-depth world in which you build, own and operate a theme park. Your job is to turn a profit, then go on to build bigger, more elaborate theme parks around the world. Let's hope that you get the chance to play it. Our fingers are crossed.

SOURCING HYRULE

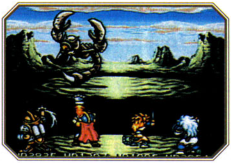
Artist's Screen Name: "The Bat 08"

For those of you who trek into cyber worlds such as America Online, you may have discovered the latest interactive story in Nintendo Power Source, entitled Hyrulean Adventure. Based on the people, monsters and histories of Hyrule from the Zelda series of adventure games, this interactive story has been up and running for about a month and a half. In the first five days alone, Hyrulean Adventure racked up more than 2500 chapters from hundreds of writers. Like the other interactive stories in Power Source, Hyrulean Adventure is a free-form, role-playing story in which anyone can create a character by following a limited set of rules. Besides the folders containing stories of derring do and magic, players can stop in and see what's happening at the always raucous Turtle Rock Inn. Familiar characters playing their part in Hyrulean Adventure have ranged from Wizzrobes to a race of industrious monkeys. If you're connected to AOL, definitely check it out.

MONSTERS AND MYTHS

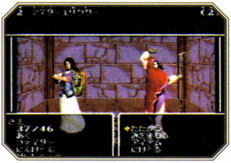
All is quiet on the Western front when it comes to RPGs these days. As a result, our roving Epic News eye has turned to the land of the rising sun where the advent of new game systems has not dimmed the Super Famicom as the premier platform for epic games. In addition to the titles mentioned below, don't miss this month's overseas look at the Fire Emblem series from Japan and the new Fire Emblem IV.

Hudson's Big Shell Monster II, due out this summer, is a rough translation of the title of a 40 megabit RPG from Hudson Soft in Japan. Discerning readers will note that there must have been a Hudson's Big Shell Monster I at some time in the past. There was and it was something of a minor sensation. The new game includes much that Final Fantasy fans would recognize in terms of graphics and play, but some of the innovations give Shell Monster a special feel. In particular, the battle screens present a nice view of the fight from behind your party that really seems to put you into the action. As for the game's name sake, it's a sort of mechanical lobster/scorpion that is the size of a small mountain.



Big Shell Monster II

A 32 megabit Wizardry IV for the Super Famicom also is coming out in Japan from ASCII. The game features excellent graphics, but the characters are taken from traditional Japanese culture unlike previous Wizardry titles. This sequel follows the latest Wizardry RPG in Japan, which appeared on the Game Boy.



Wizardry IV

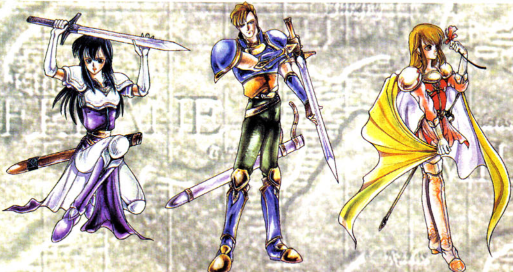
An innovative strategy series from Japan gets even better.

FIRE EMBLEM

ファイアーエムブレム
聖戦の系譜

In 1990, Nintendo Co. Ltd. took a chance on an unusual game. Designed by Nintendo and Intelligent Systems, it combined strategy and RPG features in a unique, sprawling epic. Fire Emblem became a cult classic, spawning three sequels to date. Now, Epic Center takes you a world away to explore this fantasy realm for the Super Famicom.

© 1996 Nintendo



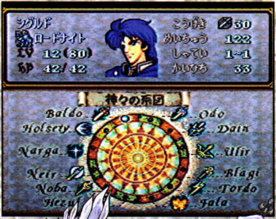
FIRE EMBLEM RISES FROM THE PAKS

The Japanese video game market is like a vast forest of RPGs, with literally dozens of new Super Famicon titles sprouting up every year. It's a miracle that any game stands out at all, but that's exactly what Fire Emblem has achieved in four reincarnations. Like Dragon Quest and Final Fantasy, Fire Emblem has beaten the odds. The series began quietly with Fire Emblem: The Lightning Sword and the Dark Dragon. This game introduces the hero, Marus, who confronts a powerful dragon named Medious. The game's unique approach is to break up the traditional RPG party into individual characters. Players control Marus and his followers, including knights, magic users, fighters and other characters. Individual characters move independently on an overworld map where strategic placement is the key to success. Characters also have their own stories, which often cross and intertwine with the tales of other characters. The mix of strategy and in-depth storytelling makes for an intriguing blend, something like a mix of Final Fantasy III and Ogre Battle.

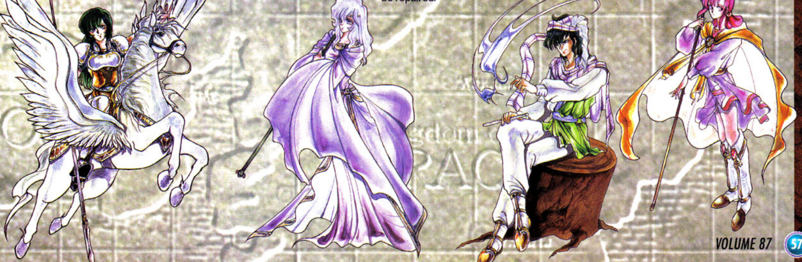
The second Fire Emblem follows the exploits of Marus after the fall of Medious. The land seems to be getting back to normal when Emperor Hardaine suddenly calls for help. Marus grows suspicious, but sets out on an expedition.

FIRE EMBLEM
ファイアーエムブレム
ユグドラル大陸勢力マップ
Kingdom of SILESIA
シレジア王国
Kingdom of ISAAC
イザーク王国
AGUSTRIA Dominion of the Lords
アグストリア諸公連合
Kingdom of GRANDBELL
グランベル王国
The Yied Desert
イード砂漠
MANSTER District
マンスター地方
Kingdom of VERDANE
ヴェルダン王国
MILETOS District
ミレトス地方
Kingdom of THRACIA
トラキア王国

The third F.E., Secret of the Crest, released in 1993, was a remake of the first two Fire Emblems, but with new battle scenarios. The fourth game begins a new chapter in the history of Fire Emblem.

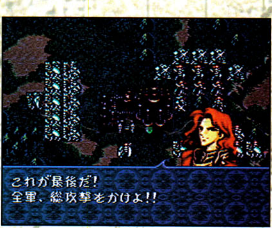

シグルド
ロードナイト
LV 12(30)
HP 42/42
こうげき 30
めいちゅう 122
しゃてい 1~1
かいひ 33
神々の系図
Baldo
Odo
Holsety
Dain
Narga
Ulir
Neir
Blagi
Noba
Tordo
Hezul
Fala

Some of the heroes and villains of Fire Emblem have been equipped with weapons from the gods. Other weapons can be purchased in towns and weapons worn down in battle can be repaired.

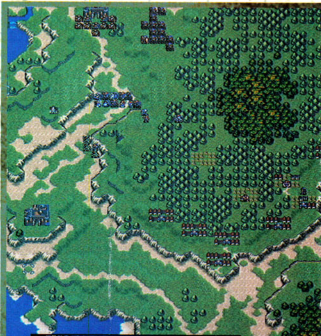


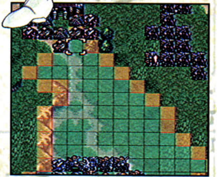
FIGHTING THE GOOD FIGHT IN F.E. IV

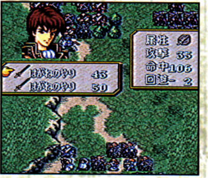
To understand the battles in the most recent Fire Emblem game, Fire Emblem: The Descent of Jihad, forget about everything you know about RPGs and strategy games. The heroes include knights with swords, archers on horseback and amazon healers. As you scour the countryside, saving villages from evil marauders, you'll encounter new characters who may help your cause. You'll also be able to change a character's class later in the game. Battles take place only when you are in striking range of an enemy and when you (or the enemy) initiates an attack. You can look closely at any character in the overworld to determine its health and fighting attributes. If you lose a character, they remain lost for the duration of the game. Some characters have special skills, such as the ability to inflict super attacks or multiple attacks. And certain pairs of characters become stronger when they work together.

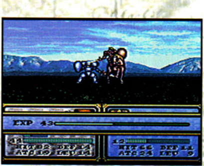


これが最後だ!
全軍、総攻撃をかけよ!!

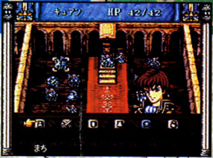




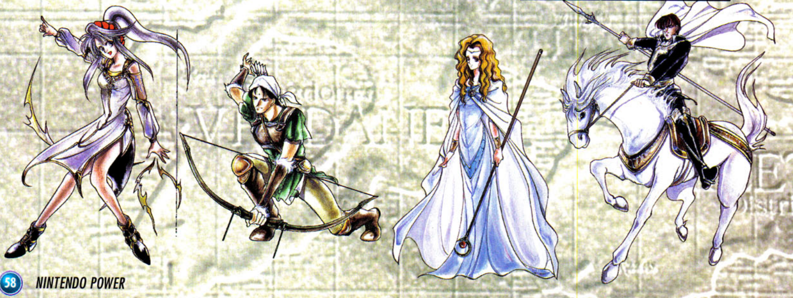




Fire Emblem battles take place in the overworld in different types of terrain such as the forest or plains where your characters may gain an advantage. The resulting battle is played out in an animated sequence that shows all the action.

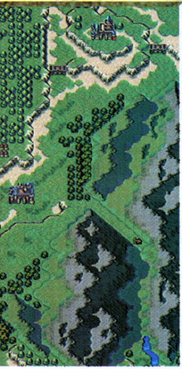


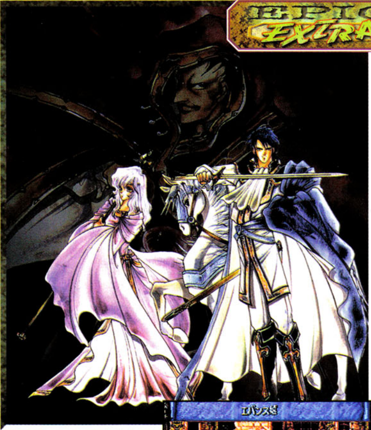
Weapons have a limited life, say fifty strokes for a sword, but you can buy new weapons or repair them in town.

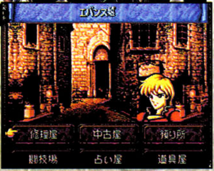


ZIGLUDO'S HOLY WAR

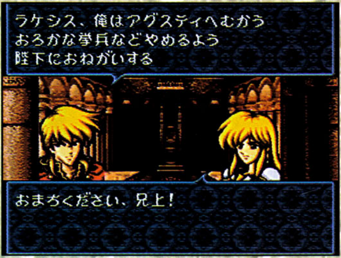
The fourth Fire Emblem begins a new story that plays out in 32 megabits of dramatic graphics, stirring music, and constant plot shifts. The new hero is a warrior named Zigludo. In the second half of the game, Zigludo's son, Serlis, takes on the continuing quest to free the continent of Jugdral from lingering evil. In each scenario, Zigludo or Serlis seems to be drawn further into various intrigues. As you move into the battle action, story elements continue to develop, as well. For instance, when you sack the first enemy castle, word is passed along to the next castle where troops have been waiting secretly to swarm out. One thing leads to another, leading you deeper into the mire. Characters gain experience from fighting or using magic throughout the game, but they also develop relationships, including love relationships. Fire Emblem is truly a game of epic proportions. It's no wonder that the series has built a devoted following that has grown with each new release in Japan. At this time, however, there are no plans for a North American release.







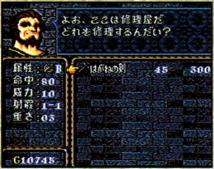
In the castle towns, characters can buy or repair weapons, or talk to a fortune teller.



ラケシス、俺はアグスティへむかう
おろかな挙兵などやめるよう
陛下におねがいする

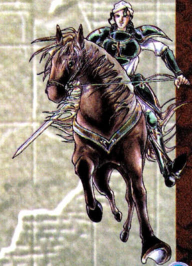
おまちください、兄上！

When predestined couples meet, they fall in love and may have children. But if you carelessly let one of the characters perish, you'll never see what the future holds.



よお、ここは修理屋だ
どれを修理するんだい？

Characters collect money for their deeds and pays for repairs or items out of his or her pocket.

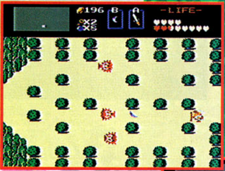


The term "classic" has been used to describe everything from literature to cars and, yes, even video games. Join us as we take a look at a collection of 8-bit NES epics that helped shape a growing industry and captured the imaginations of a generation of players.

Classic Epics

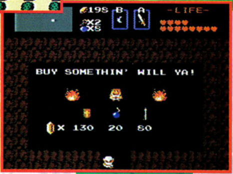
Starting the Trends

Webster's Dictionary defines "classic" as "serving as a standard of excellence" and being "noted because of special...historical associations." While some overly serious people might balk at describing any video game as a classic, we game players know that there are a number of titles that truly deserve that accolade.So what makes a game a classic? These days, it seems a game has to have full motion video, digital sound and a holographic projector to register even a blip in the gaming press. Once you get past all of the hype, though, the primary elements that make a good game are the same as they've always been. If it doesn't have an interesting plot or intuitive play control, no amount of technological trickery will fool you into thinking "3-D Mutant Zombie Killers IV" is a good game. There's no doubt that having a bit of eye candy in a game is always a plus, but having a lot of mind candy is what keeps players coming back. People play games to be challenged and entertained. No matter the platform, no matter the number of bits, if a game is challenging and fun, players will flock to it. It's no wonder, then, that such benchmark titles as The Legend of Zelda, Dragon Warrior, Shadowgate and Nobunaga's Ambition are still enjoyed the world over. These games are no longer on the cutting edge, but they set the standards for quality for the dozens of titles that followed, and they inspired the major themes and trends that still drive the epic genre today. It's doubtful that these games will be readily available in stores, but if you're one of the deprived few who have never partaken of Link's first adventure or walked in Erdrick's footsteps in the glory days of Alefgard, you'd be doing yourself a favor to rent, borrow or buy any copies you could get your hands on. They may be 8-bit, but they are all classics to the core!



The Legend of Zelda

This is the one that started it all. While some may think, not illogically, that video RPGs came first, adventure games actually evolved before the rest of their epic brethren. When The Legend of Zelda was released in the U.S. in 1987, American gamers had never before seen its like. It was the first battery-backed NES game available in the U.S., allowing fledgling warriors to save their Hyrulian adventures for another day (or at least

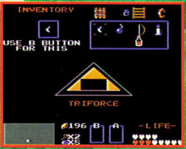


BUY SOMETHIN' WILL YA!

X 130 20 80

Not usually as intricate as RPGs nor as frenetic as action games, adventure games occupy the happy middle ground between the extremes of gaming pleasure. They do not compromise, however, on the all-important main Adventure ingredients of fun and challenge. If you're a long-time video gamer, chances are that some of your first gaming experiences were with one of these polished little gems.

until after dinner). With three save files, The Legend of Zelda gave players a whole new kind of freedom and a whole new approach to game playing. The Legend of Zelda can also be credited with such notable accomplishments as popularizing the extensive use of subscreens and large inventories, and combining puzzle-like mazes with action-style combat. Binding it all together was our clever hero, Link (who went on to become one of Nintendo's most famous and popular characters), the mystical princess Zelda and the fantasy land of Hyrule, which was the inspiration for every other pseudo-medieval kingdom that later sprang up across the epic landscape. Without a doubt, The Legend of Zelda was the prototype for all of the epics to come, and for many players, the first one is still the best.

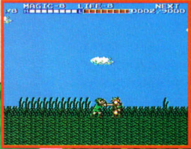

INVENTORY

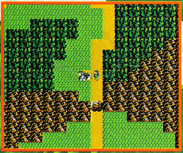
USE B BUTTON FOR THIS

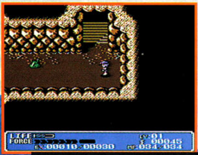
TRIFORCE

The Adventure of Link

Released in December of 1988, The Adventure of Link proudly carried on The Legend of Zelda's legacy of baffling puzzles and high adventure, but with more of an emphasis on action and battle tactics. While the Overworld scenes were shown in the familiar overhead view, battle scenes and palace explorations were shown in a side-scrolling format. This game also borrowed a leaf from the RPG book of style by including experience points and experience levels in its game play mix. The Legend of Zelda: A Link to the Past for the Super NES and The Legend of Zelda: Link's Awakening for the Game Boy returned to the original game's focus on mazes and puzzles, but The Adventure of Link gave us an exciting look at a different side of our Hyrulian hero.

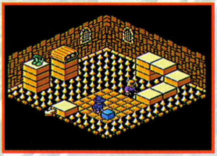






Solstice

Originally used in several arcade and NES action games, the 3-D "parallax" view lent itself perfectly to Solstice's mind-bending puzzles. Side-stepping the more combative side of adventure games, players had to help the wizard Shadax work his way through 252 different puzzle rooms in search of the six pieces of the Staff of Demnos. Various items and potions gave you the power to see invisible blocks, become invincible and even stop the flow of time. Seldom seen in recent years, the parallax view is gaining prominence once again in Nintendo's Super Mario RPG for the Super NES.



Crystalis

While most adventure games to date had focused on the actions of the central character alone, Crystalis emphasized the interactions of the hero with a large supporting cast. The land of Draygonia was larger and more varied than anything we'd ever seen, and talking to people and gathering clues from the four corners of the kingdom was essential to your progress. Rather than simply concentrate on purely physical puzzles, like which block to push first or how to unlock a door, you had to keep people's problems and concerns in mind as you confronted each new dilemma. In Crystalis, it was only through listening and learning that you would be able to find the answers you sought and bring lasting peace to the world.

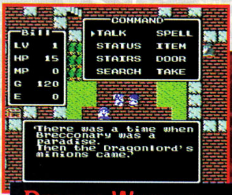
Whether they're set in a mystical past or a war-torn future, RPGs are the true epics of this genre. They encompass the fates of entire races and the survival of worlds. They are rife with

Role-Playing

drama, intrigue and, of course, hordes and hordes of slathering monsters. Above all, though, they teach us that if we build up our inner strengths, we can accomplish any task set before us.

A New Role To Play

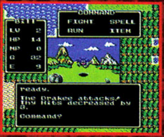
Role-playing games existed long before video games, growing out of traditional war games that recreated famous historical battles. The term "role-playing game" was coined in the 1970s to describe a type of war game in which players acted out the roles of their armies' generals, but RPGs soon dropped the large armies and embraced fantasy themes. The most notable and enduring "live" RPG to appear was and still is Dungeons & Dragons. RPGs garnered an intensely loyal following over the next few years, eventually finding their way onto computer screens in simple, text-based games. With the growing use of personal computers in the 1980s, especially on college campuses, RPGs expanded beyond small groups of loyalists, but it wasn't until the advent of home video games that they truly became a mass market form of entertainment.



There was a time when Brecconary was a paradise. Then the Dragonlord's minions came.

Dragon Warrior

By the time Dragon Warrior was released in the U.S. in 1989, it was already a certified hit in Japan (under the Dragon Quest name) and had spawned three blockbuster sequels. This was the first true RPG for the NES, and while gamers had seen a few epic-style titles previously, none could compare in size and scope to Dragon Warrior. Past epics had been fairly linear, requiring players to complete each task or explore each palace in turn. Dragon Warrior was much more open-ended and required much deductive reasoning. Players could range across the frontiers of Alefgard for days or weeks, gathering clues and battling vicious creatures, before a crucial bit of information would fall into place. Using menu-based commands, Dragon Warrior combat was also more about mental, than physical, agility. This game was so unique, we had to print a special "how-to" guide in Volume 11, focusing on how different decisions could have varied effects on situations later in the game. Dragon Warrior steered video games in a bold new direction, and epic enthusiasts have never looked back.



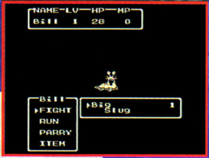
ready.

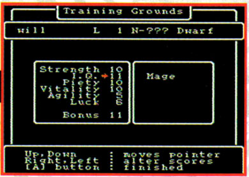
The Drakee attacks! Thy Hits decreased by 3.

Command?

Dragon Warrior II

When Dragon Warrior II was released in 1990, players were pleasantly surprised to find that the land of Alefgard was even bigger than they had remembered—about four times bigger, in fact! The expanded world map was populated by more fearsome foes than before, and they now traveled in large groups, a hazard that had never been encountered in Alefgard. Dragon Warriors need not have feared the greater scope of their quest, however, as they were soon joined by two new adventurers to aid in their long journey. The Prince of Cannock and the Princess of Moonbroke had different skills and abilities that complemented, rather than duplicated, those of the hero. The trio were even able to commandeer a stout sailing ship to transport them to distant shores. Dragon Warrior II not only continued the newly-formed RPG traditions, but expanded on them as well. Dragon Warrior introduced us to RPGs, and Dragon Warrior II helped ensure that our friendship with them would be a long and happy one.

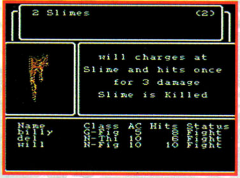




```
Training Grounds
Will        L  1 N-??? Dwarf

Strength 10      Mage
    I.Q. 11
   Piety 10
Vitality 10
 Agility  5
    Luck  6

   Bonus 11

Up,Down    : moves pointer
Right,Left : alter scores
[A] button : finished
```

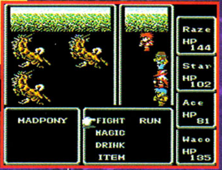
Wizardry

Wizardry brought RPGs full circle, introducing Dungeons & Dragons-style game play to the video scene. Using computer-generated numbers instead of dice, the game allowed you to create up to 20 of your own characters to use on your quest. You could choose from five races and eight character classes (a class being a particular occupation, like a Thief, Cleric or Fighter). Most of the races had a particular affinity for a specific class, and you could customize your party to fit your strategy or gaming style. Budding dungeon divers also had to keep an eye on their characters' alignments; that is, whether or not they were essentially good or essentially evil. The mix of alignments could affect how well your party worked together, and if good characters performed a bad deed by attacking good monsters, or evil characters performed a good deed by attacking evil monsters, your party's alignments could suddenly flip-flop! Wizardry offered a standard RPG plot of exploring a huge dungeon in search of stolen treasure, gathering up tons of terrific items and weapons, and defeating a nasty sorcerer. Like its paper and dice forbearer, though, the real fun of Wizardry was in managing your characters and enjoying the dynamics between them.

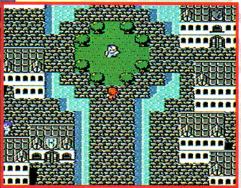


```
2 Slimes                    (2)

        Will charges at
      Slime and hits once
         for 3 damage
        Slime is Killed

Name    Class  AC  Hits  Status
billy   G-Fig   5     8  Fight
del     N-Thi  10     6  Fight
will    N-Fig  10    10  Fight
```

Final Fantasy



Much of what we now consider to be standard features for RPGs got their start in Final Fantasy. Preceding Dragon Warrior II by a few months, Final Fantasy showcased innovative elements like a large party of different characters, a movie-like plot with lots of dialogue, ships and airships for long-distance adventuring, a slew of items, weapons, spells and special abilities and much more besides. Whereas Dragon Warrior remained largely focused on a primary goal, Final Fantasy's complex storyline took players on all sorts of globe-spanning adventures, seemingly hopping at random from one troubled situation to another, only to slowly reveal the sinister threads that held all these events together in a tangled skein of evil. It was this emphasis on plot that became the Final Fantasy series' trademark and its greatest asset. Final Fantasy spawned no less than six sequels for the NES, Super NES and Game Boy, each more complex and intriguing than the last. The convoluted storylines eventually evolved into what some people call the "variable plot," where situations, events and even game endings may change, depending on your actions. Luckily for us, Final Fantasy was not the end at all for this grand series of RPGs, but merely the beginning!



Interactive Stories

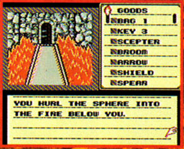
Most epic games are often about earth-shattering events, but interactive games are usually more sharply and intimately focused. Who cares about wizards taking over the world? We just want to get out of this room alive!

Mystery and Mayhem

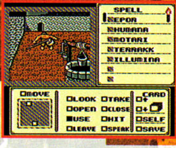
Like RPGs, interactive games actually got their start on PCs, but it took the NES to bring them to a much wider audience. Most interactives were (and continue to be) done in a first-person or over-the-shoulder perspective, lending an incredible amount of "you-are-there" intensity to the game play. Players also raved about the "mystery novel" qualities that permeated these games, where every move you made could very well have been your last. Unfortunately, their fling with video game success was all too brief, and interactives soon packed up and went back to the PC market, where they are now healthy and happy. We can only hope that the current boom of interactives for the PC will spark another round of them for video game platforms.

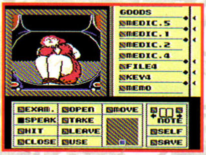
Shadowgate

Long before The Seventh Guest knocked at the door and a chilling Myst rolled over the PC landscape, players were taking a magical mystery tour through Shadowgate on the NES. While RPGs reveled in their dense storylines, Shadowgate prided itself on its air of total mystery. You received a few cryptic clues at the beginning of the game, but after that, you had only your wits to help you progress through the castle and defeat the Warlock Lord. Players wandered about the hallways and chambers using a unique hand-shaped cursor to direct their movements (via a small map below the main viewscreen), and to pick up and use objects. Every action taken yielded unpredictable results, giving the seemingly innocent situation presented in each new room an air of quiet menace. If you were one of the brave few to cross the threshold into Castle Shadowgate, suspense was your surest reward!


GOODS
BAG 1
KEY 3
SCEPTER
BROOM
ARROW
SHIELD
SPEAR

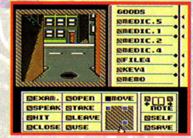
YOU HURL THE SPHERE INTO THE FIRE BELOW YOU.


SPELL
EPOR
HUMANA
MOTARI
TERRAKK
ILLUMINA
MOVE
LOOK
TAKE
OPEN
CLOSE
USE
HIT
LEAVE
SPEAK
CARD
SELF
SAVE


GOODS
MEDIC.5
MEDIC.1
MEDIC.2
MEDIC.4
FILE4
KEY4
MEMO
EXAM.
OPEN
MOVE
SPEAK
TAKE
HIT
LEAVE
CLOSE
USE
NOTE
SELF
SAVE

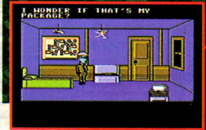
Deja Vu

Deja Vu is fondly remembered by interactive fans for its contemporary setting and dramatic, mature plot. As an amnesiac private detective, you had to race against time and Chicago's finest to uncover your identity and buck a bum murder rap. Using a point-and-click interface similar to Shadowgate's, finding and examining pieces of evidence was easy enough, but making sense of them was something else entirely. Deja Vu had the same intensely suspenseful atmosphere that Shadowgate had, and playing the game was like acting out an old pulp mystery novel or "noir" crime film. When your character finally got to look in a mirror, you almost expected to see Humphrey Bogart staring back! *It was raining the night we got that game pak. It was a hard rain, hard enough to wipe the smile off a two-bit gumshoe's face...*


GOODS
MEDIC.5
MEDIC.1
MEDIC.2
MEDIC.4
FILE4
KEY4
MEMO
EXAM.
OPEN
MOVE
SPEAK
TAKE
HIT
LEAVE
CLOSE
USE
NOTE
SELF
SAVE

Maniac Mansion

Epic games tend to be melodramatic, but Maniac Mansion was played strictly for laughs, and a hilariously entertaining romp it turned out to be. Arrayed against your party of quirky teenagers was a gallery of whacked-out mutants and ETs, including (of course) a mad scientist, a zombified nurse, a guitar-playing tentacle and a malevolently intelligent meteor! The composition of your party affected the course of the game, and there were four ways to successfully complete it. Negotiating a publishing contract for the megalomaniac meteor and feeding a man-eating plant soda and radioactive water were the solutions to just two of the off-the-wall situations you had to resolve. Maniac Mansion was a funky blend of schlocky horror and humor, and, unfortunately, there have been few games like it since.


I WONDER IF THAT'S MY PACKAGE?

GO TO NUCLEAR REACTOR

PUSH
PULL
GIVE
OPEN
CLOSE
GO TO
GET
USE
READ
NEW KID
TURN ON
TURN OFF
KEY
CD PLAYER

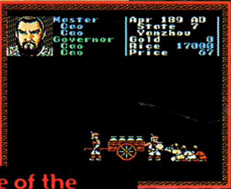
Strategy

Whether the goal is carving out an empire in ancient Japan or building a globe-spanning airline, strategy and simulation games are not for the faint of heart. Only the most hardcore, detail-oriented game gurus need apply.

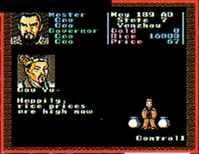
Politics and Power

Strategy games have never been as popular here as they are in Japan, but their fans are the most intensely loyal gamers you'll find anywhere. The appeal of strategy games is in their extreme level of detail, and if you ask any armchair general about his or her latest campaign, you'll probably be treated to a spirited lecture on the many intricacies of battlefield tactics and political intrigue. Historical simulations are the most common type of strategy game, but titles have featured everything from building airlines to controlling a colony of ants. Whatever the setting or premise, strategy games allow us, in some small way, to relive a slice of history or create a future all our own.

Romance of the Three Kingdoms



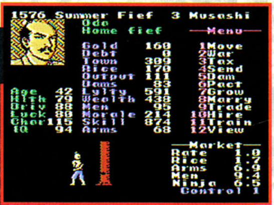
```
Master        Apr 189 AD
 Cao           State  7
 Cao            Yanzhou
Governor      Gold        0
 Cao          Rice    17000
 Cao          Price      67
```



```
Master        May 189 AD
 Cao           State  7
 Cao            Yanzhou
Governor      Gold        0
 Cao          Rice    16000
 Cao          Price      67

Gou Yu-
Happily,
rice prices
are high now

                    Control1
```

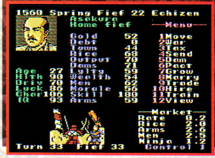
Following quickly on the heels of Nobunaga's Ambition, Romance of the Three Kingdoms offered an even greater level of detail and strategic-level maneuvering, this time centering on the civil wars of 2nd-Century China. In this new saga, players assigned tasks to individual generals and advisors to carry out. You were limited only by your subordinates' abilities, knowledge and stamina, and this one feature alone added many new dimensions to the game play. With five scenarios, ten difficulty settings and an option for up to twelve players spread out over fifty-eight different provinces, Romance of the Three Kingdoms had enough cannon fodder for hundreds, or perhaps even thousands, of different campaigns. What began with the daimyos of Japan, the warlords of China carried on in their own grand style!

Nobunaga's Ambition



```
1576 Summer Fief  3 Musashi
           Oda
           Home fief         ——Menu——
           Gold       160     1Move
           Debt         0     2War
           Town       309     3Tax
           Rice       170     4Send
           Output     111     5Dam
           Dams        83     6Pact
Age   42   Lylty      591     7Grow
Hlth  79   Wealth     438     8Marry
Driv  88   Men         95     9Trade
Luck  80   Morale     214    10Hire
Char 115   Skill      874    11Train
IQ    94   Arms        68    12View
                            ——Market——
                            Rate    1.0
                            Rice    1.7
                            Arms    6.9
                            Men     9.4
                            Ninja   6.5
                             Control 1
```

Historical sims are rooted in traditional wargames, but their video descendants, like Nobunaga's Ambition from Koei, brought politics and economics to the table. As one of many warring feudal lords in medieval Japan, players had to conquer other would-be shoguns or cajole them into towing their line. For the first time, though, armed conflict took a back seat to the practicalities of governing and the cultivating of food, the latter of which has become one of the hallmarks of the strategy genre. When asked about his secret to success in Nobunaga's Ambition, a Nintendo Power staffer joked, "Grow rice, young man!" Strategy games are not everyone's cup of tea, but with quality titles like this one, the beauty is in the details.



```
1560 Spring Fief 22 Echizen
           Asakura
           Home fief         ——Menu——
           Gold        52     1Move
           Debt         0     2War
           Town        44     3Tax
           Rice        68     4Send
           Output      70     5Dam
           Dams        71     6Pact
Age   27   Lylty       59     7Grow
Hlth  90   Wealth      54     8Marry
Driv  70   Men         62     9Trade
Luck  86   Morale      56    10Hire
Char 106   Skill      180    11Train
IQ    93   Arms        59    12View
                            ——Market——
                            Rate    0.2
                            Rice    2.0
                            Arms    2.6
                            Men     2.5
                            Ninja   1.2
Turn 33   Fief 33            Control 1
```

Destiny of an Emperor

Destiny of an Emperor was a unique combination of strategic-level combat and RPG-style characters and plot, once again using the civil wars of ancient China as a backdrop. Like its predecessors, Destiny of an Emperor was populated mainly by historical figures, though this game took more liberties with actual events. In your quest to place the rightful emperor on the throne, you had to visit over 50 locations and interact with at least 14 major characters. Destiny of an Emperor didn't spawn an ongoing series here in the U.S., but it's probably safe to say that it had a significant impact in the Japanese market. We wouldn't be surprised if it was, at least in part, the inspiration for Ogre Battle and its Japanese-market sequel, Tactics Ogre.

Ogre Battle

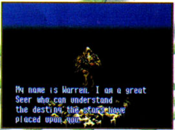
One of the primary goals in Ogre Battle, as in most RPGs, is to raise your characters' attributes. It is possible, however, to build an army of "dark" characters and complete the game with a low Alignment–just don't expect to live happily ever after. Hang on to your helmets as this month's Epic Strategy takes you on the low road to victory!

THE LOW ROAD

Having a high Alignment rating (the measurement of how "good" or "evil" you are) is the primary condition for recruiting key characters, obtaining powerful items and ultimately getting the "best" of the 12 endings to Ogre Battle. Being of such great moral character, players with high Alignment are presumably content with upholding the claims of the rightful heir of Zenobia and not interested in making their own bids for the throne. If you choose a more shadowy route through the game, you can defeat Empress Endora and take ultimate power for yourself, but keep in mind that you'll have to face the consequences of your actions. Be warned: if you trod the darkling path, you and your ilk will be paid in kind for your deeds. Still interested? We thought you might be...

Alignment

The only way to become ruler of Zenobia and to see the "dark" ending to the game is to obtain the Brunhild Sword and recruit the demonic Galf into your ranks. We'll first discuss the various elements involved in this plan, saving the instructions for actually recruiting Galf the Demon for last.



My name is Warren. I am a great
Seer who can understand
the destiny the stars have
placed upon you

Warren places his trust in you, but will he live to regret it?

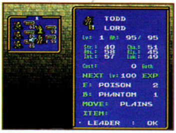
The key to achieving your goals is to lower your Alignment rating, and that of your army. Galf won't join you unless you prove that you're as bad as he is. Much of the game is structured around helping people, so this is actually tougher than you might think. Many of your required tasks will naturally yield positive results, so you'll have to complete your missions in ways that will put you in a bad light. Any actions that place you on the "Way of Kings" will turn Galf away and spoil your plans.

Keep in mind that while you lower your Alignment, you can still maintain or build your other attributes to the necessary levels for finishing the game. In Volumes 75 and 76, we discussed some specific strategies for boosting your Alignment and, as you might expect, reversing those strategies will result in a lower Alignment. In case you weren't around for those issues (and for the sake of clarity), we'll discuss those strategies again and introduce a few new ones, as well.

The first element that will help you achieve a low Alignment is the set-up process at the beginning of the game where the computer generates your character. The computer will ask you a series of questions, usually 10 out of a pool of 20. Each question relates to a specific attribute or attributes, like Alignment, Strength, etc., and the answers shown are worth a different number of points each. Once you've selected your answers, the computer will tally up the points scored in each category and create a character profile for you. You can achieve a relatively low Alignment by choosing the more selfish or harsh responses. We haven't been able to calculate the exact point value for each answer, but it will become quite clear after a few tries which ones will yield the results you want. The lowest Alignment rating we've been able to get at the outset of the game is 37. A starting Alignment of 50 is average, while 60 would be considered high.

It is difficult to rule those
with ideas different from your
own. What do you yourself look
most for in a leader?

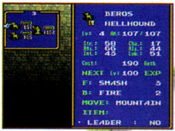
Are you a good witch or a bad witch?



TODD
LORD
Lv: 1 HP: 95/ 95
Str.: 40 Cha.: 51
Agi.: 58 Ali.: 45
Int.: 57 Luk.: 49
Cost: 0 Goth
NEXT Lv: 100 EXP
F: POISON 2
B: PHANTOM 1
MOVE: PLAINS
ITEM:
· LEADER : OK

Check to see how your answers also affect your other attributes.

After you complete the first scenario, you'll be given command of a large army. Your warriors are happiest when they're grouped with other soldiers of similar Alignment, attributes or class.



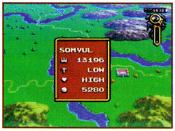
BEROS
HELLHOUND
Lv: 4 HP: 107/107
Str.: 58 Cha.: 17
Agi.: 66 Ali.: 44
Int.: 45 Luk.: 51
Cost: 190 Goth
NEXT Lv: 100 EXP
F: SMASH 3
B: FIRE 2
MOVE: MOUNTAIN
ITEM:
· LEADER : NO

A unit can have up to two large characters or four small ones.

On the flip side, stark differences between characters in a single unit will breed tension and cause their Alignments to fall. For example, all of the characters have a preference for a specific type of terrain, either Plain, Mountain, Forest, Water or Sky. A unit comprised entirely of Plain creatures will likely achieve higher Alignments than a unit of mixed preferences. Your soldiers will tolerate most combinations to a certain degree, but putting opposites like a Water creature and a Sky creature in the same unit will lower their Alignment ratings dramatically. Placing two characters of drastically different Alignment or class in the same unit is also effective. A difference of a few points won't matter much, but watch what happens if you keep a dark character like a Wizard (say, around Alignment 30 or so) and a holy character like a Cleric (at Alignment 60 or better) in the same unit over a period of time. You'll even find that placing the fiercely independent women of the Amazon classes together with any male fighters will affect them all negatively.

Mixing characters will lower Alignment, and reduce effectiveness in battle.

Once you're on the march, there are a myriad of ways to undermine your army's moral character. The first is to use overwhelming force against your enemies. Pack each of your units with the most characters or the most powerful characters you can. Pause the game and inspect individual enemy units as they approach. Arrange for each one to be met by much more powerful adversaries. If the enemy units are not vanquished after the first battle, pursue them until they're all wiped out. If you want to be particularly sneaky, circle your flying units to the rear of the enemy's front line and use them to mop up wounded or fleeing units. Ordering your units to concentrate their attacks on weaker enemy characters may also have the desired effect.



Check each town's Morale rating before you liberate it.

Another tactic is to use average to low Alignment characters to liberate towns whenever possible. If the liberating unit's characters have Alignments that are lower than the town's Morale, their Alignments will drop. Before entering a new town, point to it with the cursor and press A to see its Morale rating. The Morale ratings are listed as Low, Mid and High. We don't have exact numerical values for these ratings, but we suspect that an Alignment of 40-60 would correspond to a Mid Morale rating.

If you'd like to pull down an individual character's Alignment very quickly, let him or her be defeated in battle. You can bring that person back to full fighting trim with a quick visit to a Roshfallian Temple or a dose of Revive potion, but his or her Alignment will suffer greatly in the process. Make sure to place the person in question in a large group (he or she should *not* be the leader) and to keep the rest of the unit in good health. If the entire unit is wiped out on the battlefield, they'll all be gone for good.

If a unit's Leader is defeated, you won't be able to control its movement after the battle.

Other events, like finding certain Tarot cards and recruiting major characters, will also affect Alignment. As your Alignment drops, you may find it difficult to recruit most of the major characters, who tend to be upstanding citizens. Galf is the only major character necessary for getting the dark ending to the game, but you'll probably miss having some helping hands.

Reputation

While you work at driving your Alignment down, you should also be working at building your Reputation. The reason for this is that you need the Brunhild Sword to complete the game, and obtaining this weapon requires a relatively high Reputation. While Alignment and Reputation are often linked, it is possible to affect them separately.

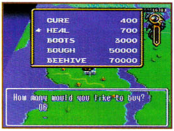
Keep an eye on the Reputation meter on the corner of the map.

Search every area thoroughly for hidden towns and temples. Liberating these places will most likely help advance your Reputation quickly. You'll run the risk of drawing Tarot cards that will increase your Alignment, but those gains can be easily offset by your other, not-so-charitable actions.

You should also talk to all of the major characters you meet even if you don't think they'll join you. Just the act of speaking with them and exchanging information may enhance your Reputation. Even if these individuals disagree with your tactics and refuse to join you, they may respect your strength and spread the word about you.

One often overlooked tactic is to be lenient with any enemy character that asks for forgiveness. Granting forgiveness may either raise or lower your Reputation, depending on the specific circumstances, but there's a good chance the downtrodden people will be moved by your act of mercy.

Lastly, we recommend pitting powerful units against weaker enemy units as a way to lower your Alignment, but every so often, you should send average or weaker units into the fray. If the citizenry of Zenobia see your valiant armies battling against overwhelming odds, they'll think well of you. Your Reputation may also get a boost if your weaker unit retreats from a stronger enemy. If you use these tactics sparingly, you won't have to worry too much about your Alignment. Once again, the occasional honorable deed will be more than offset by your ongoing underhandedness.



How many would you like to buy?
06

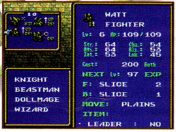
Keep a supply of Cure and Heal potions on hand in case things get rough.

You're In the Army Now

As you progress through Zenobia, you'll need to take full advantage of your army's skills and abilities if you expect to triumph on the battlefield. This means promoting individual characters from one class of fighter or creature to another, more powerful one. Since you'll be working at lowering your army's Alignment, many of the usual character classes will not be available to you in the later stages of the game. You'll have to rely on the more malevolent character classes to get the job done. We've compiled a list of the lower Alignment characters that you'll probably want to use, and the Class Change charts show the requirements for creating them. The levels and ratings shown are the minimum required for promotion, except where a range of points is given. Some of the Alignment requirements may seem a bit high, but these are usually for promotions that can be made early in the game.

Creating relatively high Alignment individuals obviously goes against the grain of what you're trying to accomplish, but you can get away with it, if you're careful. If you can't resist creating a Cleric or two, for example, just keep a squad of Amazons separated from the rest of your troops. Use them to build your Reputation early in the game, which will also help maintain their Alignment around 50. Once you promote them to Cleric class, you won't have to worry anymore about keeping their Alignments up. You can then integrate them into the rest of your army.

Depending on the types of characters you have in your ranks, you can also try to recruit some neutral fighters and creatures as necessary. This can give you access to some characters that you



Fighters are the most versatile class of warrior in the game.

Fighter Class Changes

Starting Class	New Class
Fighter (Level 4, Cha 50, Ali 10-60)	Wizard
Wizard (Level 10, Cha 60, Ali 10-35)	Mage
Mage (use Undead Staff)	Sorceror
Sorceror (use Undead Ring)	Lich
Fighter (Level 5, Cha 50, Ali 50)	Knight
Knight (use Blood Kiss)	Vampyre
Fighter (Level 5, Cha 50, Ali 25-65)	Beast Man
Beast Man (Level 12, Cha 60, Ali 10-50)	Beast Master
Beast Master (use Stone of Dragos)	Dragoner
Dragoner (Level 20, Cha 65, Ali 40-60)	Dragon Master
Fighter (Level 5, Cha 50, Ali 30-70)	Doll Mage
Fighter (Level 6, Cha 50, Ali 0-49)	Wild Man
Wild Man (Level 16, Cha 60, Ali 0-30)	Evil One
Fighter (Level 7, Cha 50, Ali 50)	Samurai
Fighter (use Werewolf Virus)	Werewolf
Ninja (Level 15, Cha 60, Ali 0-30)	Ninja Master

Amazon and Bird Man Class Changes

Starting Class	New Class
Amazon (Level 4, Cha 50, Ali 50)	Cleric
Amazon (Level 5, Cha 50, Ali 35)	Valkyrie
Amazon (Level 5, Cha 50, Ali 0-65)	Witch
Amazon (use Royal Crown)	Princess
Hawk Man (Level 10, Cha 50, Ali 45)	Eagle Man
Eagle Man (Level 12, Cha 50, Ali 0-55)	Raven Man

Demonic and Dragon Class Changes

Starting Class	New Class
Imp (Level 10, Cha 50, Ali 0-40)	Demon
Demon (Level 20, Cha 50, Ali 0-25)	Devil
Hellhound (Level 13, Cha NA, Ali 0-60)	Cerberus
Pumpkin (use Rotten Pumpkin)	Halloween
Dragon (Level 7, Cha NA, Ali 35-65)	Red Dragon
Red Dragon (Level 16, Cha NA, Ali 35-65)	Red Dragon II
Red Dragon II (Level 23, Cha NA, Ali 35-65)	Salamand
Dragon (Level 7, Cha NA, Ali 0-35)	Black Dragon
Black Dragon (Level 15, Cha NA, Ali 0-35)	Tiamat
Tiamat (use Undead Ring)	Zombie Dragon
Wyrm (Level 13, Cha NA, Ali 0-55)	Wyvern

Various Creature Class Changes

Starting Class	New Class
Gryphon (Level 9, Cha NA, Ali 0-60)	Cockatris
Giant (Level 8, Cha NA, Ali 0-40)	Ice Giant
Faerie (Level 10, Cha NA, Ali 30-70)	Pixie
Pixie (Level 20, Cha NA, Ali 40-80)	Sylph

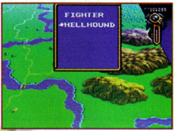
Leader	Characters to Recruit
Wizard	Giant, Hellhound
Mage	Giant, Cerberus, Imp
Sorceror	Wizard
Lich	Phantom, Wraith
Knight, Samurai	Fighter
Wild Man	Fighter
Evil One	Wild Man, Wizard
Vampyre	Werewolf
Beast Man	Fighter, Hellhound
Beast Master	Cerberus, Cockatrice, Wyrm
Dragoner	Dragon, Wyvern
Dragon Master	Black, Red and Silver Dragons
Doll Mage	Golem
Ninja Master	Ninja
Cleric, Valkyrie	Amazon
Witch	Hellhound
Princess	Angel, Faerie
Eagle or Raven Man	Hawk Man, Gryphon
Demon	Imp, Wizard

Item	Location
Evil Censer	In the town of Vyer in the Pogrom Forest
Beast Coin	In the town of Harmhell on the Rhyan Sea
Black Orc's Fur	In the Dalmuhd Desert after the scenario is completed
Blood Kiss	In Antanjyl and Shalina, and received randomly for defeating enemies
Font of Desire	In Fort Allamoot after the scenario is completed
Gem of the Moors	In Malano and Bel Chery
Gold Medal/Gold Coin	On Kalbian Peninsula after the scenario is completed
Relief Medallion	In the town of Valhalla on the Tundra
Sable Fur	In the town of Orappa in Fort Shulamana
Statue of Woe/Carving	In Bosetsyn on the Kalbian Peninsula
Undead Ring	In Antanjyl or Sharom, in exchange for the Necronomicon or the Dragon's Jewel
Undead Staff	In Antanjyl, Antalia or Diaspola; must have Sentoul Demon or Galf in your army

can't create yourself. The Recruiting chart shows the types of characters each Leader can enlist. If you're on a recruiting drive, remember to send your units out with less than a full complement of soldiers. You can't recruit a character if you don't have an empty space in the unit for him or her.

Clerics are too useful to pass up, and creating one or two won't endanger your scheme.

You might also be wondering about special items for your troops. As you probably expect by now, a high Alignment is a primary requisite for obtaining many of the more powerful artifacts in the game. There are a few tainted goods here and there, though, that you'll be able to get your claws on. The Item chart shows the locations of some useful relics with less-than-sterling reputations. Indeed, just obtaining them may go a long way towards lowering your Alignment, helping you pave the way for your eventual meeting with Galf.



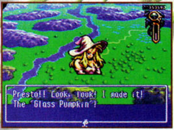
Use the Recruit option to replace any losses you incur.

Deneb the Witch

Since you'll be playing up the more sinister aspects of your personality, few major characters will be inclined to join your cause. The lack of their raw power will be felt keenly from time to time. The only one who may sign on with you besides Galf is Deneb. Some players have asked how to recruit her, but doing so may affect your overall plan.

You'll need to forgive Deneb for her crimes if you want her to join, and she'll be more inclined to enlist if you have a low Reputation. Since her crimes were so heinous and the local populace is so bitter, this is one instance in which showing mercy will likely lower your Reputation. This wouldn't be a problem if it wasn't for the fact that you'll need a high Reputation to get the Brunhild Sword.

While Ogre Battle may unfold differently each time you play, Deneb's Garden is usually the sixth area you'll encounter in the game, while the Kastolatian Sea (where the sword is hidden) is usually the ninth. You could try to maintain your Reputation at your starting level and then raise it after you've enlisted Deneb, but this gives you precious little time.



Presto!! Look, look! I made it!
The "Glass Pumpkin"!

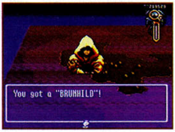
If you forgive Deneb, you can get the Glass Pumpkin, which allows you to recruit Pumpkins.

You may also be able to continue the game and come back for the sword later (you probably won't need it for another eight scenarios or so), but this is risky. There's always a chance that you won't get an item or recruit a character even if you've seemingly fulfilled all of the conditions for doing so. We haven't come across any specific circumstances that have prevented us from getting the sword, but with so many random factors in this game, you never know what actions or situations may sabotage your plan. You should save your game at key points using different game files, just to be on the safe side. If things don't work out, you can always load a saved game and try again.

The Sword and the Demon

Recruiting Galf is the linchpin of your entire plan, and he can be very finicky about the kind of scoundrel he'll team up with. He is currently in league with Empress Endora and her ally, the wizard Rashidi, so you'll have to present him with the Brunhild Sword to seal your bargain.

This mighty weapon is secreted in a hidden temple in the Kastolatian Sea area. Search the island in the northwest corner to find it. Once it is in your grasp, you won't have to worry about keeping up any pretenses of being good. Recruiting Galf requires low Alignment and low Reputation, and you'll have about eight stages in which to blacken your own name. Besides using all of our Reputation enhancing strategies in reverse, you can also employ the heartless tactic of letting the Empire re-take cities several times before you finally liberate them for good. Just watch your Alignment and Reputation plummet!

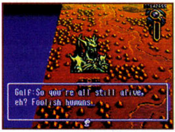


You got a "BRUNHILD"!

The Brunhild Sword is the key to winning Galf's assistance.

With the Brunhild Sword in hand, cut a swath across Zenobia until you reach the province of Antalia. Once you rout the Imperial troops and secure the area, use the sword to activate the local Chaos Gate (on a large island in the western reaches) and travel to the hidden province of Antanjyl.

Liberate Inohngo and all of the hidden towns and temples in the northern part of Antanjyl. Use a Crystal to make sure you haven't missed any. After you gather all the clues you can about Galf, go to his stronghold and challenge him. If you've proven yourself to be enough of a black-hearted cur for his taste, Galf may offer to join you after you defeat him. He'll likely ask for the Brunhild Sword, so go ahead and give it to him.



Galf: So you're all still alive,
eh? Foolish humans.

Even if you fulfill all of the criteria, Galf may still not join you.

With Galf at your side, no force in the kingdom will be able to stand against you. The crown of Zenobia will be yours, but at the price of your soul. At the height of your victory, Galf will possess you. Empress Endora's crimes will pale against the depravities that Galf will commit in your name. Maybe this absolute power thing wasn't such a great idea after all!

The Future is Now

NINTENDO 64 LAUNCHES IN JAPAN

On June 23rd, the Nintendo 64 went on sale in Japan, changing the face of video gaming forever. Nintendo Power's roving eye took in the monumental event just to give you a taste of what to expect on September 30th when the N64 arrives on this side of the Pacific.

THE SELL-OUT

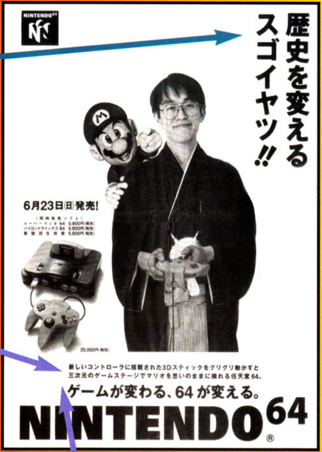
Nintendo
NINTENDO 64
ニンテンドウ 64
NUS-S-HA (JPN)
NINTENDO64
NINTENDO64

The colorful N64 box hardly had the chance to attract anybody since most of the units were pulled straight from their packing cartons and handed directly to the new owners.

When the Nintendo 64 hit the streets of Japan, it was off and running out the doors practically before it arrived. The initial 500,000 units sold out in just one week. Many went to gamers who previously put down their 25,000 Yen, or about $250. The remaining N64 units were snatched up by dedicated fans. Some of those fans waited overnight on the first day, in long, orderly lines outside major department and electronics stores, in order to insure that they would get one of the first Nintendo 64s. In some stores, the clerks didn't have time to put the games out on the shelves. They took the units directly out of the packing cases and handed them to eager customers. Reportedly, 20,000 retail outlets received N64s for sale, but clearly the 500,000 available units were not enough to meet the demand. Nintendo Power's representative in Tokyo had a desperate moment when he got turned around in the Shinjuku district and couldn't find either the store or the line where he could buy an N64. Fortunately, one of his colleagues man-

NINTENDO 64

This Nintendo 64 ad in Nihon Keizai Shimbun, Japan's equivalent of the Wall Street Journal, says it all, and then some. The model in the photo is actually Master Habu, the Japanese Shogi champion. The guy at his shoulder needs no intro. Together, apparently, they are going to change the world.


NINTENDO64

歴史を変えるスゴイヤツ!!

6月23日(日)発売!

（同時発売ソフト）
スーパーマリオ64 9,800円(税別)
パイロットウイングス64 9,800円(税別)
最強羽生将棋 9,800円(税別)

25,000円(税別)

新しいコントローラに搭載された3Dスティックをグリグリ動かすと
三次元のゲームステージでマリオを思いのままに操れる任天堂64。

ゲームが変わる、64が変える。

NINTENDO64®

Translation: "This wonderfully amazing thing changes history!"

Translation: "With the 3-D Joystick on the new N64 Controller, you can control Mario at your will."

Translation: "The game has changed: N64 makes the difference."

aged to snag one of the precious units. Of the enterprising gamers who pre-ordered their N64s, many of them took advantage of a new program whereby Nintendo offered the system through the Lawson chain of neighborhood convenience stores. Instead of having to travel to the big department stores, buyers picked up their N64s just down the block.

WHAT'S IN THE BOX

When gamers got home and opened the Nintendo 64 box, this is what they saw. First off, they found the N64 Control Deck. Many were surprised to find that it was slightly smaller than their 16-bit Super Famicoms. They also found an AC power adapter that plugs into an outlet and the back of the N64. Unlike most AC adapters, however, the unit that comes with the N64 places the heavy converter unit on the Control Deck end so you don't have a heavy box hanging off your outlet. (So why

The Nintendo 64 had a blockbuster opening week, ringing up more than 200 million dollars in sales for the game system and software. In comparison, top Hollywood hits only manage to cash in on about 20 million dollars in the opening week.

Nintendo
NINTENDO64
パイロットウイングス
PILOTWINGS 64
スカイスポーツ・シミュレーション
1人用
バックアップ機能付き
Nintendo
NINTENDO64
SUPER 3D ACTION!
ONLY FOR NINTENDO 64
RUN, SWIM, JUMP, FLY, A
SUPER MARIO 64
スーパーマリオ
3Dアクション
1人用
バックアップ機能付き

Feast your eyes on the Japanese packaging for Pilotwings 64 and Super Mario 64. The boxes are surprisingly large, about the size of a video tape box, even though the Game Paks are not much larger than a Super NES Pak.

isn't the converter incorporated inside the Control Deck itself? According to Nintendo's engineers, the exterior AC adapter makes more sense in case a repair is needed.) Next out of the box is the standard grey controller with its revolutionary analog Control Stick. Finally, new owners received an instruction manual. Since no game was packed in, owners would have been wise to snag one of the three games that shipped along with the Control Deck.

THE SOFT SELL

The N64 may have sleek lines and more power than a Pentium, but it's just a nice decoration unless you put a Game Pak in it. What really sells the system is the software, and Mario is the best salesman any video game system has ever had. Nintendo's advertising campaign preceding the launch of the system focused on Super Mario 64 rather than on the N64. In fact, June 23rd was touted as the launch of Super Mario 64 rather than the Nintendo 64. In addition to the ads on TV and in print, Japanese consumers had a chance to test drive Super Mario 64 for several weeks prior to the launch at retail outlets. The result was predictable enough. If they played it, they wanted it. "It's amazing...the movement is really smooth," said Yosuke Shimizu, a 19-year old computer graphics student waiting in line. Super Mario 64 may have driven players to lay down their money early or stand in lines, but Pilotwings 64 flew off the shelves, as well. The third game, Shogi, was a Japanese chess game endorsed by Habu Meijin—the Ken Griffey Jr. of shogi. Some sources estimate that virtually every N64 buyer purchased a copy of Super Mario 64, six out of ten buyers also took home a copy of Pilotwings 64 and one out of ten purchased Shogi.

NORTH AMERICA WAITS

If you can't wait until September, the Japanese Nintendo 64 can be yours for a mere 25,000 Yen, plus another couple of grand (U.S. dollars) for an airplane ticket to Tokyo. Believe it or not, we know some people who made the trip. At this very moment, they are playing Super Mario 64 and wondering what the heck Mario is saying in the text boxes. There's just one problem. The Japanese N64 decks won't work with Game Paks made for North American distribution. Maybe it's better to wait for the North American Nintendo 64s to arrive. September 30th is almost here.

Day One: Tokyo

The faithful lined up in the streets of Akihabara, the electronics district in Tokyo, to pick up their Nintendo 64s. Inside stores like LAOX, gamers found stacks of the most anticipated game system in the world.

ゲームが変わる。
64が変える。
NINTENDO 64
ニンテンドウ64
スーパーマリオ64
NINTENDO 64
ニンテンドウ64

FIFA SOCCER '97™

GOOOOOOOOOOAL! Strike up some stunning soccer action with FIFA Soccer '97, a password backed, one-player sports Pak from T·HQ. This soccer sequel seriously kicks, with all the cool features and options that made FIFA '96 a portable hit with soccer fans around the globe.

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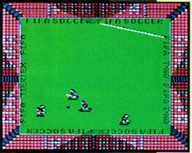
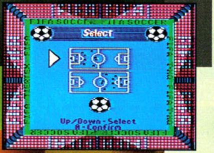
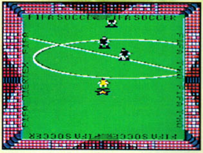
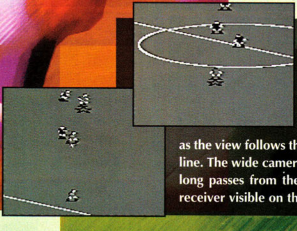
Kick Some Grass, Rip Some Net



This fall, T•HQ kicks off the new season with FIFA '97, the latest benchmark in Game Boy soccer carts. FIFA '97 has all the cool features of its predecessor, FIFA '96, plus an assortment of visual refinements. Plug this Pak into your Super Game Boy adapter to see the most apparent differences. In addition to new menus, the size of the players has been scaled down, and the view of the field is packed with details, right down to the black spots on the ball. Owners of FIFA '96 might want to weigh the differences between the two games before moving up, but if you don't own a Game Boy soccer game, read on and find out what you're missing.







Looks Good on Any Screen

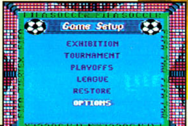
FIFA Soccer '97 gives you a clear liquid-crystal view of the action on your Game Boy, or an enhanced color display with your Super Game Boy adapter. Catch all the action as the view follows the ball, panning diagonally up the field from goal line to goal line. The wide camera angle covers a fifth of the field at a time, so you can cover long passes from the center circle to the penalty arc with the passer and the receiver visible on the screen.

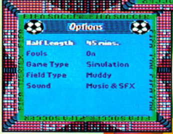
Game Boy Soccer Games

	Save	Game Link	Super Game Boy Enhancement	# of Teams	Edit Team Formations
FIFA Soccer '97	Password	No	Yes	52	Yes
FIFA Soccer '96	None	Yes	Yes	237	Yes
ELITE Soccer	Password	Yes	No	24	Yes
FIFA International	Password	No	Yes	48	Yes
Goal!	Password	Yes	No	16	Yes
World Cup Soccer	Password	Yes	No	13	No
Soccer Mania	None	Yes	No	6	No

Four Modes To Kick Around

Whether you're looking for a quick match or an extended campaign, FIFA '97 has a challenge for you. Playoff, Tournament and League modes are password-backed, so you can save your progress and pick up your game at a later time. If the Playoffs seem too long or an Exhibition game is too short, go to the Options Menu and customize the half length of your game from two to forty-five minutes.

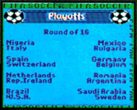

Game Setup
EXHIBITION
TOURNAMENT
PLAYOFFS
LEAGUE
RESTORE
OPTIONS



Half Length 45 mins.
Fouls On
Game Type Simulation
Field Type Muddy
Sound Music & SFX

PLAYOFF

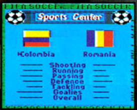
Sixteen teams are matched up in a single elimination format. This mode is a condensed version of the World Cup finals. Win four games in a row and take the trophy home to your nation's soccer fans.


Playoffs
Round of 16

Nigeria Italy — Mexico Bulgaria
Spain Switzerland — Germany Belgium
Netherlands Rep.Ireland — Romania Argentina
Brazil U.S.A. — Saudi Arabia Sweden

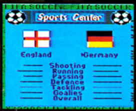
TOURNAMENT

Tournament mode is played just like the World Cup. Twenty-four randomly selected teams play in six divisions, then the top 16 teams compete in a single elimination series until the champion is decided.


Sports Center
Colombia
Romania
Shooting
Running
Passing
Defence
Tackling
Goalies
Overall

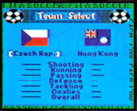
EXHIBITION

Exhibition mode is a solitary match that pits you against one of 52 international teams. This is the best mode to use when you want to review the strengths and weaknesses of other teams quickly.


Sports Center
England
Germany
Shooting
Running
Passing
Defence
Tackling
Goalies
Overall

LEAGUE

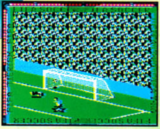
Select your team and challenge eight of the best teams in the world. Your league standings are based on the points your team earns. A win is worth three points while a tie earns you one.


Team Select
Czech Rep.
Hong Kong
Shooting
Running
Passing
Defence
Tackling
Goalies
Overall

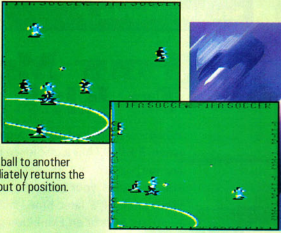
Be Offensive

While every soccer game lets you pass and shoot, FIFA 97 is packed with cool moves that let you play with style. Avoid sliding tackles by executing speed dribbles. Push the ball out in front of your player by tapping the A Button as a defender slides toward the ball. You can also befuddle a defender with a quick wall pass. If you press the A and B Buttons at the same time, you can wall pass the ball to another player who will immediately return the ball to you. Hit the B Button inside the penalty area to shoot the ball.

Shooting



Passing

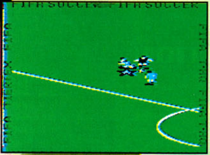


Press the A and B Buttons simultaneously to execute a defense-baffling wall pass. This is a pass where you kick the ball to another teammate and that player immediately returns the ball to you, moving the defender out of position.

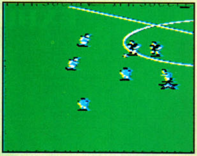
Deeeee-Fense!

You have to steal the ball if you want to score. Press the A Button to control the player closest to the ball. If you need a speed boost, tap the B Button repeatedly to catch up to the opponent with the ball. If you keep tapping the B Button near the ball, your player executes a slide tackle and attempts to steal the ball. If that doesn't work, press the A and B Buttons at the same time to push your opponent away from the ball. Don't be too aggressive or you'll end up on the receiving end of a yellow or red card.

Slide Tackling



Attacking

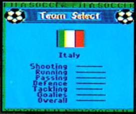


Execute slide tackles by pressing the B Button repeatedly while running close to the player with the ball. You can push your opponent away from the ball by simultaneously pressing the A and B Buttons while standing next to him.

Best of the Best

Searching and sorting through the stats of 52 World Cup teams to find the best requires some time, so we've created a profile of the top teams for you.

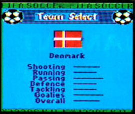
Italy


Team Select
Italy
Shooting
Running
Passing
Defence
Tackling
Goalies
Overall

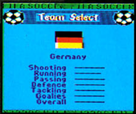
The Italians are solid runners and passers. Their defensive line and goalie create one of the most formidable barriers in the world.

Denmark

Denmark's passing game and their talented goalie keep them at the top of the standings, but the team could improve their defense.


Team Select
Denmark
Shooting
Running
Passing
Defence
Tackling
Goalies
Overall

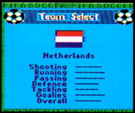
Germany


Team Select
Germany
Shooting
Running
Passing
Defence
Tackling
Goalies
Overall

Germany's team would be perfect if its players ran faster. Their outstanding strikers make the team dangerous in front of the net.

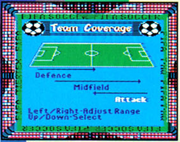
Netherlands

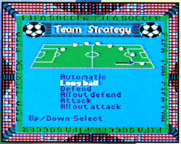
Solid passing and explosive speed make the Netherlands a strong World Cup contender. The goalie is one of the best in the world.

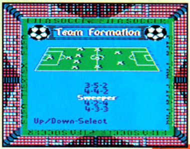

Team Select
Netherlands
Shooting
Running
Passing
Defence
Tackling
Goalies
Overall

Strategies In The Field

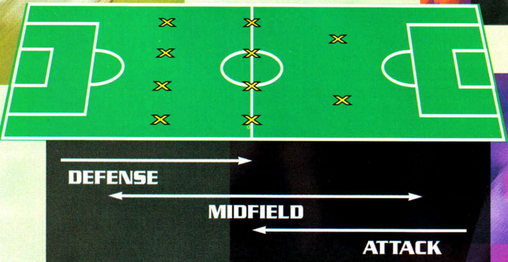
Whether you're up by two goals or down by three, your team has to have a strategy if they're going to win. Choose from five different winning game plans to get ahead or protect your lead. You can also let your players think on their feet by selecting the Automatic setting. Keep in mind that some strategies work better when your players are arranged in different formations. If you do change your game plan, make sure you adjust your field coverage and formation to attain optimum results.


FIFA SOCCER FIFA SOCCER
Team Coverage
Defence
Midfield
Attack
Left/Right-Adjust Range
Up/Down-Select


FIFA SOCCER FIFA SOCCER
Team Strategy
Automatic
Long ball
Defend
All out defend
Attack
All out attack
Up/Down-Select

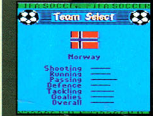

FIFA SOCCER FIFA SOCCER
Team Formation
3-5-2
4-4-2
Sweeper
4-2-4
4-3-3
Up/Down-Select

4-4-2 Coverage


DEFENSE
MIDFIELD
ATTACK

Arrange your team formation to fit your game strategy. The 4-4-2 formation is the most popular arrangement used today. If you're looking for scoring opportunities, try the 4-2-4 formation and advance your midfielders closer to your opponent's goal.

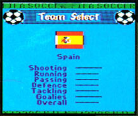
Norway


Team Select
Norway
Shooting
Running
Passing
Defence
Tackling
Goalies
Overall

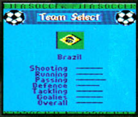
While not perfect, Norway doesn't have any offensive weaknesses. Poor defensive coverage can get this team in trouble.

Spain

Spain's strikers are among the best in the world. The goalie is also outstanding. All this team needs is a little more speed.


Team Select
Spain
Shooting
Running
Passing
Defence
Tackling
Goalies
Overall

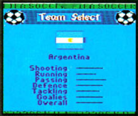
Brazil


Team Select
Brazil
Shooting
Running
Passing
Defence
Tackling
Goalies
Overall

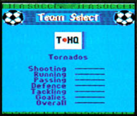
Few teams can pass the ball as well as Brazil. Its strong shooting and running skills keep it on the attack throughout a match.

Argentina

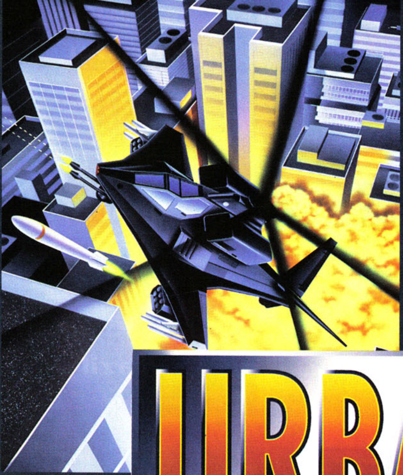
Argentina can match the best in passing the ball, but it needs some speed on its offense. Look for it in every playoff.


Team Select
Argentina
Shooting
Running
Passing
Defence
Tackling
Goalies
Overall

Tornados


Team Select
T•HQ
Tornados
Shooting
Running
Passing
Defence
Tackling
Goalies
Overall

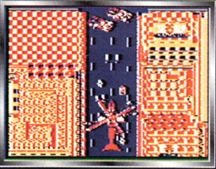
If you're looking for top performance, this is your team. The T HQ development team maxed out the abilities on this powerful club.



STRIKE THREE IS DEFINITELY A HIGH HARD ONE IN TH•Q'S BLAZING SEQUEL TO THOSE TWO COPTER CLASSICS, DESERT STRIKE AND URBAN STRIKE. THE ACTION NEVER LETS UP AS YOU MARAUD THROUGH SEVEN MISSIONS TO STOP A MEGALOMANIAC MEDIA MOGUL BENT ON SEIZING POWER BY ANY MEANS NECESSARY.

URBAN STRIKE™

THE SEQUEL TO JUNGLE STRIKE



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FUN' N GUN

Down in Hawaii for a bit of R&R, you're quickly called into action by superiors at Strike C.O.R.E. who have learned that mysterious H.R. Malone is readying a super-secret weapon. Having failed as a presidential candidate, Malone has spent billions to train and equip private armies throughout the United States. The fate of a nation hangs in the balance as you and your crack co-pilots swing into action!

CO-PILOTS

When choosing your copter comrade, consider three qualities: how fast they shoot, how accurately they shoot, and how skilled they are at picking up people and items with a winch. A few of these hotshots are missing in action until the game's later missions. You can't change a co-pilot in mid-mission, so choose carefully!

ERICH

The new guy on the block hails from Germany. Try him. You might like him!

MELISSA

Quick on the draw, this Israeli armaments ace always makes her pilot look great.

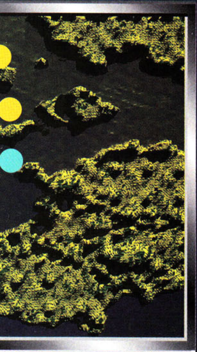
M.I.A

JIM

Aye, matey, this Aussie is a crackerjack winch-master who would love to throw a couple of baddies on the barbie.

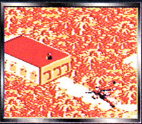
MISSION ONE

Angered by Malone's assassination of an old buddy of yours, you're more than eager to jump into the cockpit once more. Strike C.O.R.E. intelligence reports that Malone's tropical troublemakers have swiped three 30-foot telescope mirrors from observatories. To find out why, you'll have to lay waste to the lush landscape, then rescue a plastic surgeon who's been wielding his scalpel in very strange ways!



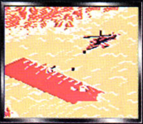
VISITORS CENTER

Malone's minions would love to greet you with "Aloha and good-bye!" Give them the cold shoulder with a handful of hot missiles.



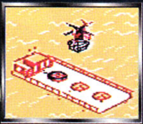
STEALTH SHIPS

Several well-placed rockets should send these jet-black beauties to Davy Jones's locker.



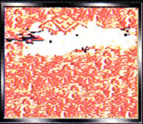
TELESCOPE MIRRORS

Blast the trucks carrying glassy loot. After winching up a mirror, haul it across the bay to the drop-off point. You'll have to grab two of the three mirrors.



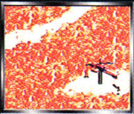
PLASTIC SURGEON

Confined to a tent, Malone's dermis doc is no happy camper. Pull up the stakes with some well-placed shots, then drop a ladder and haul up the scalpel specialist.

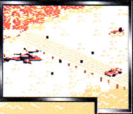


GREEN BERETS

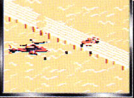
You'll have to pick up and drop a smart bomb to clear the area of troublemakers, then ferry the green berets home in two trips. Low on fuel? Fill 'er up near the base after making a drop-off.



ENEMY BRIDGE



Cut off the enemy base's lifeline by blowing a series of potholes in this bridge over the bay. If you're running low on ammo, you can find more supplies near your base or on an island in the bay.



WILLY

Pinpoint precision is the hallmark of this ex-freedom fighter from Central America.

PETER

Watching too many action movies has given this hulking Russian a permanently itchy trigger finger.

MARK

You can't miss with this all-around ace. Mark always stands out under withering fire.

M.I.A

SIMON

Proudly sporting the colors of the Union Jack, this brash Brit loves to shoot the lights out.

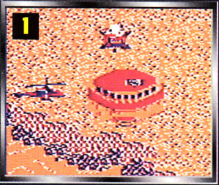
ATSUKO

You'll be glad this tough-as-nails ex-smuggler has come over to your side.

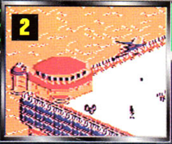
M.I.A

MISSION TWO

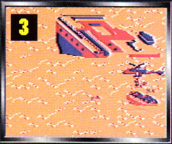
Malone has brought a crack team of out-of-work engineers to an abandoned auto factory in Mexico for the express purpose of designing prototype Ground Assault Vehicles (GAV). He has protection, too, in the form of Strike C.O.R.E. members held hostage nearby. You'll have to commandeer one of the GAVs to finish the land portion of this mission, then head to two offshore drilling platform for more fun and mayhem.



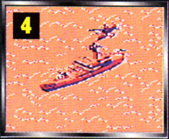
Inaugurate your offshore adventures by destroying the radar stations on the drilling platforms.



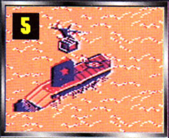
Tell your co-pilot to keep that trigger nailed down until the guns are gutted.



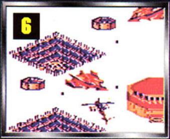
Make a quick mission of mercy, rescuing civilians from a sinking cruise ship.



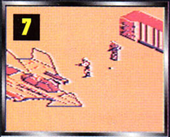
Deep-six Malone's nascent plans for a nasty navy by destroying this destroyer.



The Cold War is over, so ferry supplies to a Russian sub, then hurry back to the war party on the platform.



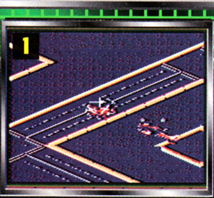
Now that you've scuttled Malone's navy, it's time to clip the wings of his air force.



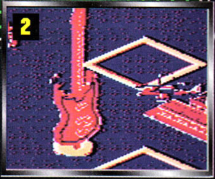
Land your helicopter and continue on foot, blasting away at the offshore arsenal.

MISSION THREE

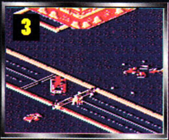
Your success so far has royally annoyed Malone. Retreating to the desert, he's seized Las Vegas, turning the erstwhile fun town into an arsenal of despotism. Ante up your own armory and enter this neon-lit nightmare, where every poker-faced rebel would love to call your bluff and convince you to cash in your chips permanently!



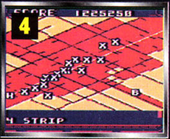
Take out this vehicle, grab an enemy commander, and persuade him to reveal the location of Malone's radar towers.



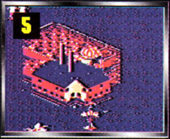
Don't fret. This giant guitar conceals a radar tower. De-string it with a couple of rockets. Viva Las Vegas!



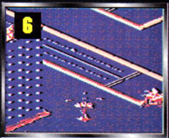
Eliminate the local traffic problem by detonating the rogues' road blocks. Talk about a speed bump!



Your rockets will do a dandy job of turning the famous Vegas Strip into a weapons-free zone.



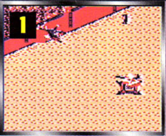
Pull the plug on the power grid. Without electricity for air-conditioning, Vegas is a ghost town.



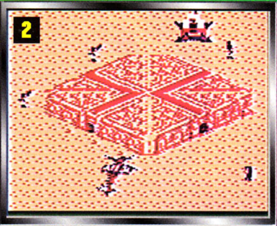
Call in all bets at Malone's casino. Your swift actions will secure the gaming house for a ground assault.

MISSION FOUR

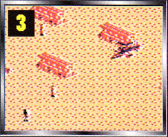
Your lightning-fast desert strike forces Malone to seek refuge in his underground headquarters. If you think he's going to give up quietly, though, guess again. A bevy of anti-helicopter batteries, manned by the best marksmen outside Strike C.O.R.E., are on hand to give you a most unfriendly welcome. Not only must you catch the big kahuna himself, you have to defuse his dreaded super weapon, once and for all!



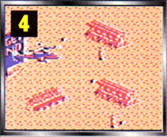
Thirteen anti-helicopter batteries protect Malone's fortress. Terminate them with extreme prejudice.



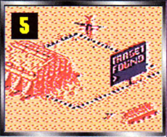
Demoralize the troops hunkered down in the barracks with a few well-placed missiles.



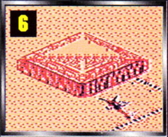
Make sure your co-pilot is a crack shot. An errant shot can destroy valuable fuel or ammo supplies.



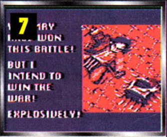
Turn out the lights on the laser control center. Now might be a good time to repair your armor.



Administer some serious firepower to the heavily fortified laser housing.



Blast Malone's headquarters to flush out the master of mayhem himself.

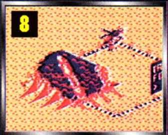


AY
WON
THIS BATTLE!

BUT I
INTEND TO
WIN THE
WAR!

EXPLOSIVELY!

Try to capture Malone and you'll see what kind of tricks he has up his sinister sleeve!

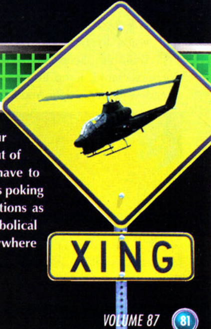


The world isn't safe until you've snuffed out the rebels' giant laser.

THE END

Have Malone's goons got you down for the count? Shake it off and get back in the ring!

You start each stage with three lives. If you lose your armor or run out of fuel, it's curtains for you. Run out of ammo and you're as good as gone. Hence, you'll have to spend as much time monitoring your vital statistics as poking holes in the scenery. In short, it takes cool calculations as well as red-hot firepower to thwart Malone's diabolical plans. Remember, the fate of freedom lovers everywhere lies in your hands!



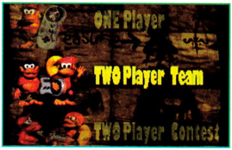
COUNSELORS' CORNER

DKC 2: DIDDY'S KONG QUEST

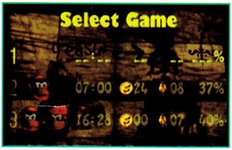
Greg Evans

HOW DO I START A TWO-PLAYER GAME?

You must have an empty file before you can start a two-player game. Select a vacant file and verify that both controllers are plugged into your Super NES. After selecting a file, you can access Two-Player Mode and alternate play between Diddy and Dixie. Some unlicensed controllers do not work with the game. Make sure you purchase controllers that have the Official Nintendo Seal of Quality on the box.



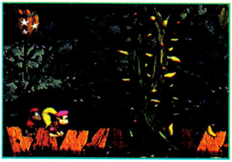
Since Two-Player Mode alternates between players, many gamers think they need only one controller to player the game. You need two.

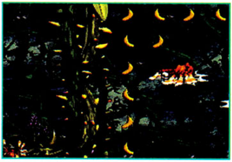


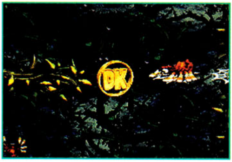
You must have an empty file before you can start a two-player game. If you don't have one, select another file and erase the data.

WHERE IS THE DK COIN IN BRAMBLE SCRAMBLE?

Look for the invisible holes in the walls to find the DK Coin in Bramble Scramble. From the Continue Barrel, jump through the illusionary wall on the right. You'll land on a small platform with a banana on it. Roll off the right side of the platform and execute a mid-air jump to catch the platform on the right. Hop into Squitter's Spider Barrel, then use his webs to make a stairway of platforms up and to the right. Here you'll see two Banana Coins. If you make more web platforms directly left of the Banana Coins, you can hop through another fake wall and nab the DK Coin.

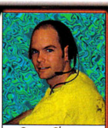

There is a fake wall to the right of the Continue Barrel in Bramble Scramble. Jump through it.


Use Squitter the Spider to build web platforms up to the banana cluster and two Banana Coins.



From the two Banana Coins, build your platforms left through a fake wall to the DK Coin.

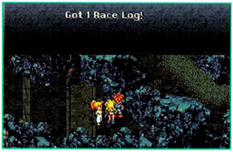
CHRONO TRIGGER



Corey Clemans

WHERE CAN I FIND THE RACE LOG?

The Race Log is in Lab 32 in 2300 A.D. From the location where you first encounter the racer, Johnny, walk right one screen and fight three enemies. If you walk just a little farther, you'll see a small metal chest. Open the box and take the Race Log. To use the Race Log, talk to Johnny. He'll introduce you to a robot who will keep track of your race scores for you.



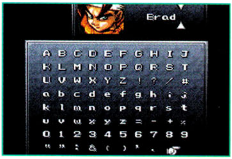
Got 1 Race Log!

Look for the Race Log in a chest one screen to the right of where you first talk to Johnny.

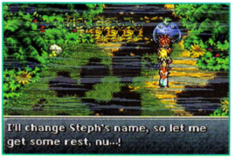
The Race Log keeps track of your best three scores when you race against Johnny in Lab 32.

HOW DO I CHANGE MY CHARACTER'S NAME?

You won't be able to change the names of the members in your party until you destroy the giant Blackbird jet. After downing the Blackbird, travel back to the Laruba Ruins in 65,000,000 B.C. In the upper-left corner of the ruins you'll find a creature called a Nu. When you talk to him, he'll offer to change the names of your characters. If you want to rename your time machine, you must return to the Computer inside the Keeper's Dome.

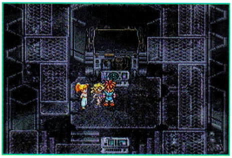


You can't change the names of the characters in your party until you down the Blackbird.



I'll change Steph's name, so let me get some rest, nu...!

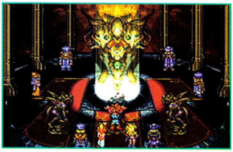
To change your characters' names, locate the purple Nu at the Laruba Ruins in 65,000,000 B.C.



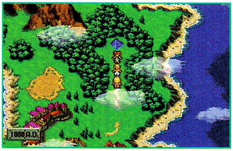
If you want to rename your time machine, find the Computer inside the Keeper's Dome.

HOW DO I GET THE ELEMENTAL WEAPONS?

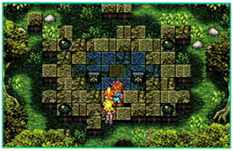
You can't get the Elemental Weapons inside the Blue Pyramid in 12,000 B.C. or A.D. 600 , but you can find them in the Forest Ruins in A.D.1000 after your Pendant is powered-up. The Mammon Machine at the Zeal Palace in 12,000 B.C. powers up the Pendant. When you return to the Forest Ruins, the Pendant will lower the Pyramid's shields. Inside, you can choose between two chests, one with the Safe Helm and the other with the Swallow Sword. The Safe Helm can be used by anyone, while the powerful Swallow Sword is strictly for Crono.



The Mammon Machine must charge the Pendant before you can select an Elemental Weapon.



If you have your Pendant powered-up, return to the Blue Pyramid in the Forest Ruins in 1000 A.D.



After entering the Pyramid, you must choose between the Safe Helm and the Swallow Sword.

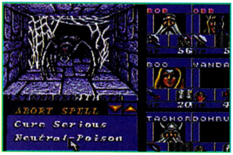
Super NES

EYE OF THE BEHOLDER

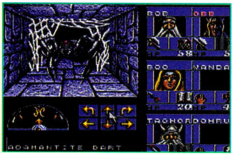
HOW DO I CURE POISON?

Crystal Vernor

If you don't have an Antidote or the Neutral-Poison spell, you should be saving your game at least five times on every level of the maze. That way, you can use the Reset Button without sacrificing hours of game play. The Slow Poison spell delays the damage to the character, but it is not a cure. Neutral-Poison, a fourth level Cleric Spell, is the best remedy in the game.



If you don't have the Neutral-Poison spell or an Antidote, be sure to save your game often.

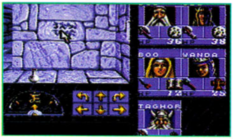


ADAMANTITE DART

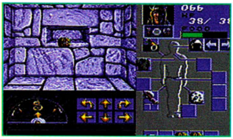
Contrary to popular belief, the Slow Poison spell only delays poison and is not a cure.

WHERE DO I GET IRON RATIONS ON LEVEL 5?

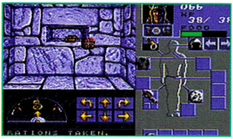
Your party's food supply will dwindle as your characters delve deeper into the Beholder's maze. That's why it's important to replenish your ration reserve by completing the Special Quest on Level 5. Collect all the rations you can find throughout the maze, then return the food to the alcove marked "Pantry" near the Dwarf Camp. If you place at least five rations in the pantry, you'll pick up an experience point bonus and all the rations in the Pantry will transform into hearty Iron Rations. Gather up the Iron Rations and distribute them evenly among your characters.



Your party can get hungry as they travel. Be sure to complete the Special Quest on Level 5.



Collect as many rations as possible and return them to the Pantry near the Dwarf Camp.

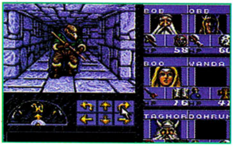


RATIONS TAKEN.

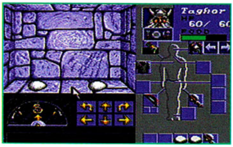
If you place five rations in the Pantry, the food will be converted into nutritious Iron Rations.

WHAT IS THE SPECIAL QUEST ON LEVEL 6?

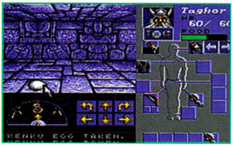
Dispersed throughout the maze's sixth floor are Kenku creatures protecting their eggs. If you scour all the dark nooks and crannies in the entire level, you'll find ten Kenku eggs. Take the eggs back to the room with the sign that reads "Nest." More than a few adventurers get this far in their quest, but don't complete the task because they make more than one pile of eggs in the room. Keep all your Kenku eggs in one basket–or at least one big pile–and avoid this common pitfall. When you stack all ten Kenku eggs in a big pile inside the nest, a secret door opens and your party receives an experience point bonus. Explore the secret room and pick up the Chieftain Halberd, one of the best weapons available in the game.



Kenkus guard their eggs on Level 6. Your quest is to find all ten eggs and return them to the nest.



Many players fail to complete the quest because they make two piles of eggs, not one.



KENKU EGG TAKEN.

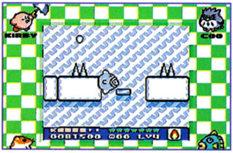
When you return all ten eggs to the nest and make one pile, you'll find the Chieftain Halberd.

KIRBY'S DREAM LAND 2

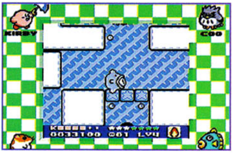
HOW DO I GET THE RAINBOW DROP IN STAGE 4-4?

Jim Holdeman

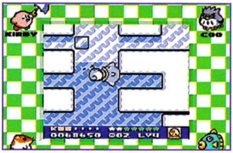
You need to have Kine the Fish and the Burning Special Power to reach this Rainbow Drop. After you defeat the Fireball mini-guardian, exit his room and follow the path until you see a hole in the floor. Jump down the hole and use your Burning Special Power to melt the ice blocks. Drop into the water and sink down to a block that obstructs your path. The trick here is to dump your Special Power, remove the block and retrieve your Special Power again before it floats away. Use Kine and repeat this technique when you see the Rainbow Drop in the next room.



After defeating the Fireball mini-guardian, jump down this hole and burn away the blocks of ice.



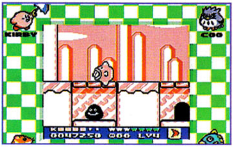
Dump your Special Power, remove the block, then hurry and nab your Special Power again.



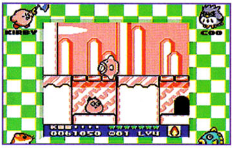
Like Kirby, Kine the Fish can inhale items and enemies, but only when swimming underwater.

? WHERE IS THE RANDOM PERCENTAGE POINT? ?

The Girl blob is the random percentage point. If you return to a stage and free a helper (Rick, Coo or Kine), a blob character will appear. Usually, it's a blob that refills some of your life, but sometimes a Girl blob is waiting for you. Level 5-3 is the best place to find the Girl blob. Rescue one of your friends, exit the stage, then reenter it again. Within ten tries, you should find the Girl blob.



If you free a captured helper, a blob character will appear. Sometimes, the Girl blob takes the place of other blobs. You must rescue the Girl blob to score a perfect 100%.



The best place to find the Girl blob is in Level 5-3. Keep returning to the stage and freeing the regular blobs until the Girl blob appears, then you can pick up the random percentage point.

Q & A FAST FACTS

Write To:
Counselors' Corner
P.O. Box 97033
Redmond, WA 98073-9733

FINAL FANTASY III

Q: Where is the repair man in Veldt?
A: There isn't one. You can't fix the chair.

Q: Why am I losing money in battle?
A: You have the Coin Toss relic equipped. The Coin Toss relic uses your coins to damage enemies.

Q: Why won't the Airship lift off?
A: After the Airship crashes, it will be grounded until it is repaired later in the game.

THE SECRET OF MANA

Q: How do I get out of the Fire Palace?
A: Look for a room with a crystal orb and cast the Freeze Spell on it.

Q: How do I revive a character?
A: Use the Cup of Wishes or stay at any Inn.

Q: What is the purpose of the Shadow Zeroes that pop out of treasure chests?
A: These little guys live in treasure chests and have no purpose in the game.

LINK'S AWAKENING

Q: What item do I need to begin the Trading Game?
A: You need the Yoshi Doll. You win it at the Trendy Game inside the village.

Q: How many endings are there in the game?
A: There's only one ending, but if you finish the game without losing a life, Marin will fly around the screen instead of the seagull after you see the end credits.

The Incredible Shrinking Game Boy™

NINTENDO

New Game Boy Pocket!

More Fun Than Ever!

Redmond, WA — Nintendo has made one of the boldest scientific advancements in video game history — the creation of Game Boy Pocket! Nintendo engineers successfully reduced the size of the Game Boy by 30% and cut its weight in half. Small enough to fit in the palm of your hand, Game Boy Pocket brings a fresh look and even more portability to the hand-held gaming market. Along with its sleeker lines, the new matte silver finish and understated grey buttons add a sophisticated, high-tech edge to an already winning design. In keeping with the focus on things small, Game Boy Pocket operates on two AAA size batteries, for approximately 10 hours of personal-sized game play.

Vivid Images

Another of the Game Boy Pocket's innovations is a new black-and-white liquid crystal (LCD) display that provides sharper, clearer images. Despite the fact that the new unit is much smaller and thinner than its predecessor, recent advancements in LCD technology have allowed the screen dimensions to remain the same. Now more people can join in the Game Boy fun at the same time!

New Opportunities

At a time when the video game media's focus is on "next generation" hardware and software, some may wonder why Nintendo is releasing a new style of Game Boy system. In fact, the Game Boy is still an incredibly competitive product, accounting for the great majority of the hand-held gaming market, and Nintendo feels that there is room for more growth. Over one million "Play It Loud" Game Boy units alone were sold last year, and this is particularly amazing in a marketplace where anything over six months old is often considered yesterday's news. As Peter Main, Nintendo of America's executive vice president of sales and marketing, said in a recent press release, "Game Boy Pocket is (yet) another exciting reason to get into Game Boy's great gaming and portable fun!"

PORTABILITY AND COMPATIBILITY

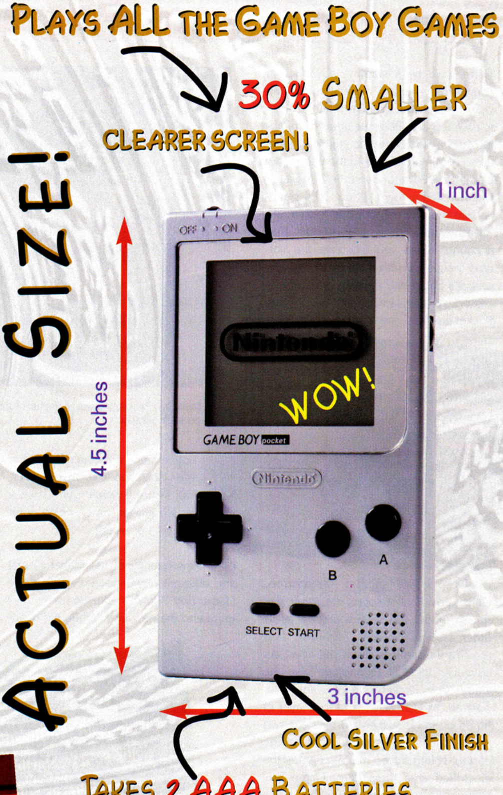
Loyal Game Boy fans will also be happy to learn that Game Boy Pocket is compatible with the entire library of more than 430 Game Boy games. And with recent hits like Tetris Blast and Kirby's Block Ball already available, and blockbusters like Donkey Kong Land 2 and Tetris Attack soon to hit store shelves, players will have more options for on-the-go gaming fun than ever before!

POCKET Qs:

The Game Boy Pocket is approximately 4.5" by 3", compared to the original Game Boy's 6" by 3.5". How many Game Boy Pockets (standing up) would it take to reach the top of the Sears Tower?

- a. A google of them
- b. 3877
- c. 2908

Answer: 3877


PLAYS ALL THE GAME BOY GAMES
30% SMALLER
CLEARER SCREEN!
ACTUAL SIZE!
1 inch
4.5 inches
OFF ON
Nintendo
WOW!
GAME BOY pocket
Nintendo
B
A
SELECT START
3 inches
COOL SILVER FINISH
TAKES 2 AAA BATTERIES

	GAME BOY	GAME BOY POCKET
Dimensions	6"H x 3.5"W x 1.25"D	4.5"H x 3"W x 1"D
Volume	26.25 cubic inches	13.5 cubic inches
Weight	10.6 oz.	Approx. 4.5 oz.
Battery	4 AA	2 AAA

AMAZING TECHNOLOGICAL BREAKTHROUGHS!

There have been startling advances in computer design and manufacture in the years since the original Game Boy's release (especially in the areas of miniaturization), and Nintendo engineers have taken ample advantage of them to create Game Boy Pocket. Game Boy Pocket is usually cited as being about 30% smaller than the original, but this is only taking the area (height x width) into account. When you calculate the volume (height x width x depth) of the new unit, it's about half the size of its predecessor! At the same time, Game Boy Pocket gives up nothing in performance.

Game Boy Pocket delivers all the fun of the original Game Boy system, but in a sleeker, more portable package.

POCKET Qs:

How many Game Boy games have been sold to date?

a. 152 million
b. 218 million
c. A bazillion

Answer: 218 million and counting

Despite its smaller dimensions, Game Boy Pocket sports the same size screen (about 2.6 square inches) as its older sibling. Screen resolution also remains the same at 160 x 144 lines, but advances in LCD technology give the Game Boy Pocket screen even better contrast. In LCD screens, a thin layer of liquid crystal is suspended between two plates, usually glass. When an electric current is introduced into the crystal, the electrified area turns dark. Game Boy software includes instructions on which areas of the screen to electrify at any given moment, creating the game's graphics. Engineers have found a way to increase the contrast between the dark and light areas, allowing for sharper, clearer images, especially when viewed at an angle. While you probably won't notice much difference looking at the screen head-on, anyone peering in from the side will have a much easier time seeing your playing prowess!

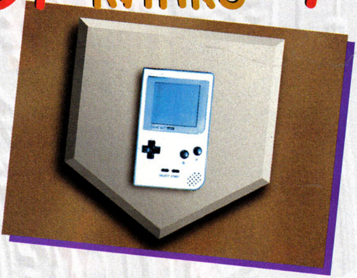
As a consequence of its smaller format and different power usage, some of the Game Boy Pocket's accessories will be unique to the new unit. While the headphone socket accepts a different size jack than the original Game Boy's, you'll get the same rich, four-channel stereo sound. Game Boy Pocket's Game Link and AC adapter will also differ from those made for the classic model, but no matter which flavor of Game Boy you choose, you'll be getting the tastiest portable game system around!

GAME BOY BUY THE NUMBERS

Units Sold Worldwide	48 million
Units Sold in North American	19 million
Software Pieces Sold Worldwide	213 million
Software Pieces Sold North America	75 million
Play It Loud Series Sold	1 million
Percentage of Portable Video Game Market	73%

GAME BOY POCKET EXTRA

GAME BOY RANKS #1



GAME BOY OVERTAKES BASEBALL AS AMERICA'S FAVORITE PASTIME!!!

Whether they're out at the ballpark, sitting in the dugout or stuck in traffic after the final out, Game Boy fans can play ball at any time. The 19 million Game Boy owners in North America know the value of reliability. Game Boy is never in a slump. It never balks. It always delivers the hits and, although it can't sign an autograph for you, it will stick around and play ball for as long as you want after the other All-Stars have left the park. And with Game Boy and Game Boy Pocket, you always sit in the owner's box. Is there any doubt that Game Boy Pocket will carry on the winning tradition? At a $59.95 suggested manufacturer's price, Game Boy Pocket will steal home every chance it gets. Not even the Bigs can guarantee that kind of excitement.

GAMERS GET SMALL, INHERIT EARTH

Whoever said bigger is better never tried to carry it around in his pocket. Try stuffing a Saint Bernard in there if you don't believe us. Good luck. Smaller is cooler. Smaller fits anywhere. It fits in your hand, in your pocket, in a bag. It fits in your lifestyle, no matter what you do or where you go. The smaller the better. Game Boy Pocket is the smallest video game system around. Even the price is small, and that makes it smart. Smart and small. Maybe you never thought that you'd want to get small, but it's the size that fits. It's the size of the future, and with Game Boy Pocket, it's the size of today.

POCKET Qs:

How many Game Boy Pockets would it take to fill the earth? (Okay, if it was hollow.)

a. 42
b. 3,224,493,803.5 x 10"
c. 1.3 bazillion

Answer: b. 3,224,493,803.5 x 10"
(That's a whole lot of pockets.)

EVERYBODY MUST GET SMALL.

GAME BOY POCKET RAMPAGES THROUGH STORES SEPTEMBER 3RD!

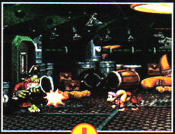
IT'S BAAAAAACK. READ ON AND MAKE A MENTAL NOTE OR TWO BECAUSE THIS MIGHT BE THE LAST TIME WE SHOW YOU THE SECRET TO...

BEAT THE BOSS

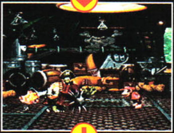
DONKEY KONG COUNTRY 2 DIDDY'S KONG QUEST

MONKEYING AROUND WITH K. ROOL

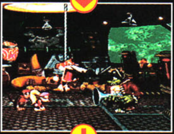
K. Rool has three strategies for defeating Dixie and Diddy. In each case he shoots at you and, if you dodge the flying projectiles, you'll find a cannonball. If you toss the cannonball into the gun as it tries to suck you up, it will backfire. Do this nine times and you'll win the game.



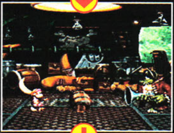
K. Rool begins the battle shooting an ordinary cannonball. Pick it up, jump over the croc, then toss the cannonball down the barrel of his gun.



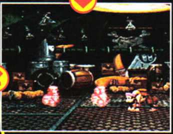
Later K. Rool changes his ammo. If you can avoid the spiked cannonball, it will lose its sharp points and you can throw it back into the gun.



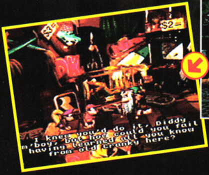
After the gun backfires three times, K. Rool collapses in the corner and Donkey appears suspended on a rope. Looks like—hey! K. Rool is moving!



Now the battle gets tough. Avoid the spiked balls and break the barrel open. Inside you'll find a cannonball to toss back at K. Rool's gun.



When K. Rool turns invisible you can see where he's hiding by watching the dust on the floor. Keep throwing cannonballs and you'll win the game.



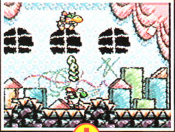
I knew you'd do it, Diddy
m'boy, but how could you fail
having learned all you know
from old Cranky here?

SUPER MARIO WORLD 2

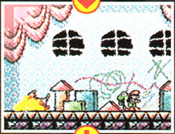
YOSHI'S ISLAND™

BEDTIME FOR BABY BOWSER

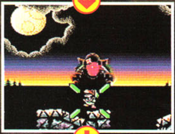
It was just another spoiled rotten day for little Bowser until Baby Mario and Yoshi dropped in. Now Bowsie wants a ride on Yoshi. Pound the floor around Baby Bowser until he gets flustered. Then grab a couple of eggs and hang on. Bowsie has a new game he wants to play with you.



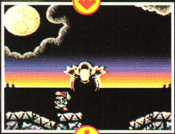
Jump in the air, then press Down on the Control Pad before you hit the floor. As you hit the ground, a ripple will run across the nursery tiles.



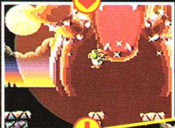
Bowser must be on the ground when the ripples hit or he won't feel a thing. After you hit Bowsie three times, the Magikoopa Kamek breaks up the fight.



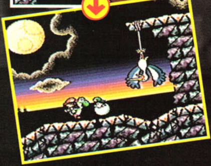
Kamek's spell teleports you out onto the battlements on Bowser's Castle. That's no mountain in the distance. Jump quickly to avoid Bowser's fireballs.



Return fire with an egg or two, then jump to avoid Bowser's counterattacks. You need to nail Bowser with seven direct hits to rescue Baby Luigi.



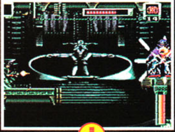
Bowser might be an easy target after he moves in close, but so are you. The key to victory is to finish Bowser off before he draws too near.



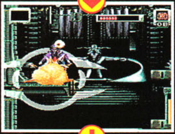
STARGATE™

A RA DEAL ON ABYDOS

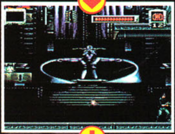
Ra can be defeated with 18 alien grenades or 30 regular grenades and a machine gun, but there's a big secret to making this fight very easy: at any point in the battle you can replenish your weapons and essentials by jumping down to the bottom of the screen and walking off the right side. When you're ready, jump up and resume the fight.



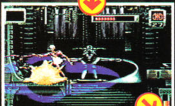
Stand against the wall. If Ra teleports to the platform, shoot him with a grenade and lure him up close to you. Now roll a grenade beneath his feet.



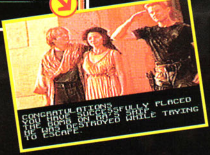
If Ra launches a red fireball in your direction, shoot at the inbound cinders with your machine gun until the flames disintegrate in midair.



Don't forget about the secret room. If things start to get rough, retreat to the room in the lower corner of the screen and replenish your supplies.



There is no way to avoid the sting of Ra's whip. Use your grenades and machine gun until Daniel calls on the radio and orders you out of the tower.



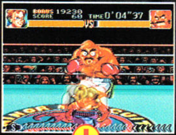
CONGRATULATIONS
YOU HAVE SUCCESSFULLY PLACED
THE BOMB ON RA'S SHIP.
HE WAS DESTROYED WHILE TRYING
TO ESCAPE.

BEAT THE BOSS

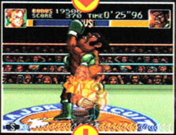
SUPER PUNCH-OUT!!™

KNOW THE TRICKS OF THE CHUMPS...ER, CHAMPS

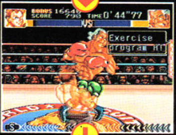
It's easy to be the Champ if you know the countermoves to all three circuit champions in Super Punch-Out!! Pick up the key tips and tactics below each of the photos. If you finish all three circuits with an undefeated record, you'll be invited to challenge the Special Circuit.



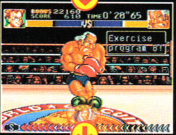
The Minor Circuit's Bald Bull has two types of bouncing charges. The trick is to catch him with a Left Body Blow on the last step of his charge.



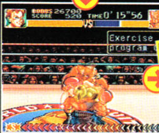
Mr. Sandman changes his attack pattern after you've knocked him down twice. Wait for his Hook, then Dodge three times and come out punching.



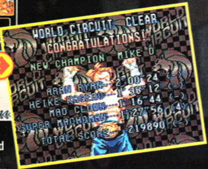
When Super Macho man hears the yell, "Exercise Program A!" he throws five head shots. Block high five times then counter punch with a low punch.



Super Macho man throws three quick body blows when he hears the command, "Exercise Program B!" Block low until he rests, then aim for his head.



"Exercise Program C!" is Macho man's cue to crouch and unload three uppercuts. Dodge three times then unload a flurry of punches in his face.

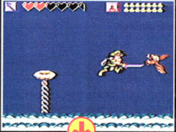


WORLD CIRCUIT CLEAR
CONGRATULATIONS!
NEW CHAMPION MIKE D
ARAN RYAN 2'00"24 (-)
HEIKE KAGERO 1'35"12 (-)
MAD CLOWN 1'16"44 (-)
SUPER MACHOMAN 1'27"56 (4)
TOTAL SCORE 219890 (-)

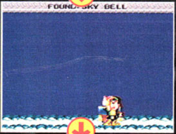
SUPER ADVENTURE ISLAND II™

LUNAR LUNACY

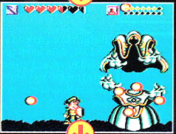
Fuwa-Fuwa Island, the last stage of Super Adventure Island II, is comprised of three tough guardians. You must have all five spells in the game before you can land here. After you defeat the Dark Cloak, you'll be warped to the dreary surface of the Moon where you'll face the final enemy.



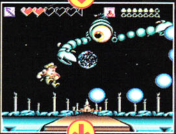
Use the Power Sword to destroy the Evil Eagle's five rotten eggs, then crouch down and use the Fireballs to burn the fearsome fowl from the skies.



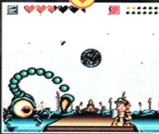
After you defeat Evil Eagle you receive the Sky Bell. Ring the bell while standing on the pedestal in the room above the Eagle's chamber.



The Sky Bell calls the Dark Cloak. Swing the Power Sword until the monster soars into the air. Shred the cloak then use the Up-Jab to finish the flying fiend.



It takes 65 to 70 Power Sword hits to ground the flying insect. Jump up and hit the cootie's claws, then make tracks to avoid the fireballs.

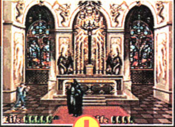


When the insect is finally grounded on the lunar surface, stand on the right side of him and swing continually with the Power Sword. The fight is over after 35 blows.

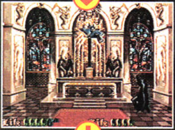
At long last we're together again. I thought I lost you to that terrible storm.

THE GOOD, THE VLAD AND THE UGLY

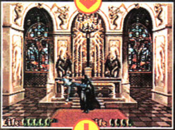
Vlad is the final foe in Nosferatu. Your kick attacks work best. If you are lifted off the ground, break free by pressing the Y Button and tapping Left and Right on the Control Pad. Finally, if you ever study abroad, think twice about that Transylvania assignment.



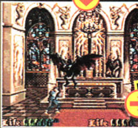
Move left or right of Vlad as he approaches along the ground, then open your attack with a Jump Kick and follow through with a series of punches.



If you're lifted off the ground, hold the Y Button and tap Left and Right on the Control Pad to break loose from Vlad's telekinetic grip.



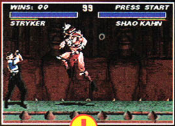
Not only do Jump Kicks inflict more damage than punches, but you have a better chance of avoiding the brute force of the vampire's counterattacks.



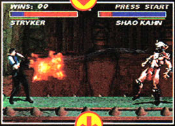
When Vlad attacks as a Bat, stay out of the corners and use punches and kicks as he swoops down at you.

STICKS AND STONES...

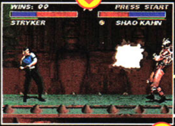
...might break your bones, but Shao Kahn's taunts can never hurt you. We used Stryker as an example in the photos below, but the tactics outlined here will work with any kombatant.



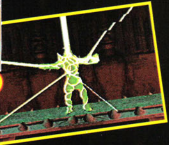
If Shao Kahn comes bouncing in, try to nail him with an uppercut or a combo—anything that knocks him into the air and makes him an easier target.



Kahn has a tough time defending against projectile attacks. Bomb, throw or shoot as many as you can at him before he can launch a counterstrike.

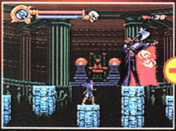


If you keep throwing projectiles at a rapid pace and Kahn won't be able to block them.

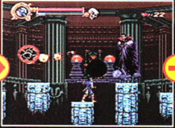


THE DAY DRAC SAW HIS SHADOW

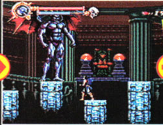
Like all six preceding Castlevania games, Dracula is the final enemy in Dracula X, although some players would argue that this Count is the toughest of them all. Try to conserve your Axe power until Dracula chances into his second sinister form.



Dracula is vulnerable to damage when his cape is open. Aim for his head when he opens it.



If you don't have a clear shot at the Count, jump over or duck his fireballs and wait him out.



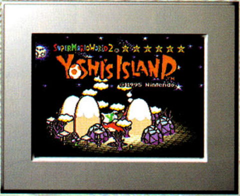
Keep your distance as you fight Dracula's second form. Use your Axe until you run out of Hearts.

Only the STRONG survive in the... ARENA

CHALLENGE #2

YOSHI'S ISLAND

Here's the challenge everyone has been asking for! Since we started the Yoshi's Island challenge series, we've asked players to send in their 100% scores for specific worlds. Some of you have sent in photos of all six worlds! Don't send in six photos! If you've completed all six worlds at 100%, you'll see six gold stars at the top of the title screen. The first fifty players sending photos of the six gold stars on the title screen will win four Power Stamps.



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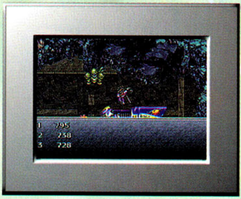
CHRONO TRIGGER

While Nintendo Power contest winner Matthew Werner was kicking back with the Power staff at E3 in Los Angeles, we asked him if he had any ideas for an Arena Challenge. "How about the best time on the Speeder bikes in Chrono Trigger?," he suggested. Sounds cool to us. The twenty-five Race Logs with the most points win four Power Stamps. Send in a photo of your Race Log. If you don't know where to find the Race Log, check out page 83 in this month's Counselors' Corner.

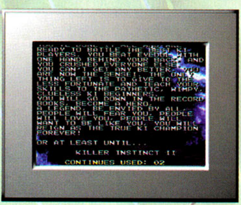


```
1  795
2  238
3  728
```

CHALLENGE #1

KILLER INSTINCT

Adam Pritchard of Bennett, North Carolina, made it all the way to the end of Killer Instinct on the toughest difficulty mode without using a single Continue! How do we know? He sent a rockin' photo of his accomplishment (with the Super NES in the photo, of course!) Are you good enough to play at Adam's level? Send your picture of the end screen showing the number of Continues used to the Arena. The top twenty-five fighters can hold their heads high and score four Power Stamps.



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READY TO BATTLE THE BEST KI
PLAYERS. YOU BEAT EYEDOL WITH
ONE HAND BEHIND YOUR BACK, AND
YOU CRUSHED EVERYONE ELSE.
YOU CAN'T GET ANY BETTER. YOU
ARE NOW THE SENSEI. THE ONLY
THING LEFT IS TO GIVE TO THE
LESS FORTUNATE AND TEACH YOUR
SKILLS TO THE PATHETIC, WIMPY,
CLUELESS KI BEGINNERS.
YOU WILL GO DOWN IN THE RECORD
BOOKS. BECOME A HERO,
A LEGEND. BE ENVIED BY ALL.
PEOPLE WILL FEAR YOU. PEOPLE
WILL LOVE YOU. PEOPLE WILL
WANT TO BE LIKE YOU. YOU WILL
REIGN AS THE TRUE KI CHAMPION
FOREVER!

OR AT LEAST UNTIL...

        KILLER INSTINCT II

      CONTINUES USED: 02
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READER CHALLENGES

Tons of Twisted Challenges are arriving in the mail, but we wanted to give credit to these dedicated gamers who sent in some cool challenges before the announcement in Volume 85. Read on to see how you measure up against other Nintendo Power readers. These player challenges are strictly for fun and no prizes will be awarded.

- *In NHL '96, how many points can the St. Louis Blues score against the Winnipeg Jets in three, ten-minute periods?* Joe Freeman, St. Peters, MO *(Joe had 26 unanswered points.)*
- *In Super Metriod, can you defeat Spore Spawn without getting hit once?* Jimmy Shea, New Freedom, PA
- *Try finishing Mega Man X with the following password:* **5317 4358 2746** Ryan Perseghin, Baltimore, MD
- *In NBA Jam, can you use the Orlando Magic and beat the Miami Heat by more than 186 points?* Jonathan Smith, Tyler, TX

MEGA MAN X3

Can you complete the Tunnel Rhino Stage first? (Volume 84)

Caleb Adkisson	Thompsonville, IL
Ren Agbunag	Virginia Beach, VA
Raul Aguilar	Toppenish, WA
Jonathan Albaugh	Meadville, PA
Kris Aldenderfer	Alexandria, VA
Francis Ballesteros	Lone Chino Hills, CA
Larry Barringer	Fairbury, NE
Justin Baze	Shelton, WA
Jason Beach	Mantua, OH
Justin Berube	Manasquan, NJ
Eric Box	Jerome, ID
Billy Brown	Hill AFB, UT
Michael Brulotte	Grande Prairie, AB
Heath Cady	Pleasanton, CA
David Cancel	Yabucoa, PR
Jonathan Carreau	Modesto, CA
Jordan Carter	Las Vegas, NV
Bobby Cataldi	Coraopolis, PA
Matt Chaveas	Macungie, PA
Daniel Cheney	Gig Harbor, WA
Brian Cheung	Daly City, CA
Jesse Columbo	Brimfield, MA
Jason Cooney	Baltimore, MD
Lawrence Dagstine	New York, NY
Anthony Daniels	Thornhill, ON
Chris Dannemiller	Phoenix, AZ
Christopher Davies	Toledo, OH
Christopher Dennis	Charlotte, NC
Robert Duffy	Woburn, MA
Robbie Espiritu	DeSoto, TX
Mike Ewinski	Ely, MN
Josh Feniello	Newport, WA
Dwayne Ferguson, Jr.	Phoenix, AZ
Bret Fikse	Redlands, CA
Evan Foley	Jackson, NJ
Adam Galluci	Portland, OR
Timothy C. Gebhardt	Buena Park, CA
Thomas Gemelli	Dennis, MA
Randy Gerrity	Milwaukie, OR
Scott Getz	Yorkville, NY
Colin Gilligan	Hartland, WI
Matthew Golden	Satsuma, AL
Enrico Gorospe	Lanham, MD
Elneedna Graham	Newark, NJ
Sylvester Greenwell	New Haven, KY
Mike Hall	Lee, MA
Russell Hall	Dublin, OH
Bret Hartland	Johnstown, PA
Beverly Hartzog	Jefferson City, MO
Jason Harvat	Chesterfield, MI
Philip Heckwolf	Palm Harbor, FL
Uri Hernandez	Garden Grove, CA
John Hershberger	Astoria, NY
Tommy Heyerman	Ithaca, NY
Andrew Hinz	Rosthern, SK
Anguoc Hoang	New York, NY
Doug Hoffman	Littleton, CO
Jerry Huang	Fremont, CA
Steven Isaacson	San Jose, CA
James Jon	Cerritos, CA
Sean Kim	Glendale, CA
Michelle King	Lutz, FL
Josh Kluger	Phoenix, AZ
Denny Kochert, Jr.	Georgetown, IN
Billy Kohls	Waterloo, IA
Jason LaFayette	Herkimer, NY
Victor Lau	Chesterfield, MO
Alex Lee	Hamilton, OH
Armando Lepore	Medford, MA
Tony Lin	New York, NY
Michael & Douglas McAlister	Atwater, OH
Jed McAtee	Edinboro, PA
Jeff Mihalik	Northville, MI
Jeff Miller	Seattle, WA
Javier Morales	Carpinteria, CA
Andy Mueller	Luxemburg, WI
Jesse Oldroyd	Anchorage, AK
Ken Olsen	Port St. Lucie, FL
Brian Pakidis	St. Marys, GA
Scott Pestana	Salem, NH
Humberto Pinto, Jr.	Las Vegas, NV
Wayne Preston	Shoshone, ID
Ken Ramsey	Gresham, OR
James Rayl	Lakeville, MN
Vinson Ridenour	Bellflower, CA
Clint Rogers	North Darmouth, MA
Corey Rogers	Columbus, MS
Matthew Rondeau	Forest, VA
Nicholas Roney	Miami, FL
Tom Rovere	Northport, NY
Jason Salan	Fallentimber, PA
Marvin Sanon	Brooklyn, NY
Barney Santiago	Oak Harbor, WA
Bryce Setran	Seattle, WA
Jimmy Shea	New Freedom, PA
Dan Shepard	Portland, OR
David Shorten	Orem, UT
Jeremiah Shorter	Woodstock, GA
Michael Sirak	Baltimore, MD
Travis Smith	Lima, OH
Stuart Somers	Indiana, PA
Darlene Sousa	Holmes, NY
Casey Spitzer	Clinton, TN
Wade Stanley	Ola, AR
Robert Stanton	Hoffman Estates, IL
Jeremy Starkey	Marion, OH
Mitchell Stolier	Kenner, LA
Jared Stroman	Lake Worth, FL
Chris Summers	Springfield, MO
Michael Tkacs	Trenton, NJ
David Turissini	Athens, PA
Brian Wade	Bloomington, CA
Charles Wickers	Saylorsburg, PA
Michael Wilson	Los Angeles, CA
Donald Wolf	McKees Rocks, PA
Greg Wolgast	Tucson, AZ
James Wong	Memphis, TN
Wendell Zhen	Evansville, IN
Joe Chabura	Norridge, IL
Michael Paul Clark	Pelzer, SC
Ben Copley	Pleasant Hill, CA
Anthony Daniels	Thornhill, ON
Chris Dannemiller	Phoenix, AZ
Jason DePlanty	Mt. Vernon, IL
Travis Finn	Wichita, KS
Donald Fitzgerald	Long Beach, MS
Brandon Gibson	Richmond, VA
John Hewins	Langhorne, PA
Joe Hill	Kenosha, WI
Paul Hou	Novi, MI
James Humphreys	Steamwood, IL
Benjamin Hyden	DeFuniak Springs, FL
Joseph Inger	Clintonville, WI
Mike Kosciuk	Arlington Heights, IL
James Ray Loewen	Isabella, OK
Jonathan Loken	Seattle, WA
Zachary Mark	Los Alamos, NM
Alex Marquess	Lakewood, CO
Wesley Miser	Gruver, TX
Ryan Moore	Troy, OH
Andy Mueller	Luxemburg, WI
Jason Mundell	Okotoks, AB
Aaron Pavkov	Assaria, KS
Jason Perkins	Bakersfield, CA
Troy Pontius	Miles City, MT
Matthew Rick	Farmington Hills, MI
Mickey Shannon	Derby, KS
Lynda Shea	New Freedom, PA
Bob Slye	Los Altos, CA
Mike Smrdel	West Salem, OH
Bruce Stephens	Curwensville, PA
Andrew Tan	Indialantic, FL
Danny Thayer	Tucson, AZ
Jerry Tippit	Lakewood, CO
Joseph Tran	Grand Prairie,AB
Joshua T. Treywick	San Diego, CA
Stephen J. Truman	Grand Rapids, MI
Kitti Usher	Haughton, LA
Matthew Wach	Davenport, IA
Mike Weisbecker	Sarasota, FL
Paul Wooters	Warrensburg, MO
Douglas Zwick	Mount Vernon,WA

THE LEGEND OF ZELDA- A LINK TO THE PAST

Collected only 13 Hearts to reach Ganon!(Volume 84)

Ren Agbunag	Virginia Beach, VA
Raymond Allen	Dixon, IL
Mark Andraschko	Ft. Lewis, WA
Ricky Bogatek	Nobleton, ON
Matt Branen	Palm Bay, FL
Brian Bricker	Dry Ridge, KY
Jeff Brownell	Escondido, CA
Frederic Busque	Pintendre, PQ

SUPER MARIO KART

Best Times on Choco Island 2 (Volume 83)

Israel Knight	Dove Creek, CO	1'07"19
Paul and Jesse Carlson	New Hope, MN	1'07"99
Kendra Elliott	Newport News, VA	1'08"80
Bill Lukianoff	Warren, MI	1'09"28
Jeffy Arensmeyer	Oxford, AL	1'10"71
Mike Brodie	Kitchener, ON	1'11"47
Greg Pituch	Aurora, OH	1'11"74
Larry McClelland	Beaumont, TX	1'12"32
Adam Johnson	Rancho Cucamonga,CA	1'13"30
Robert Stroh	Bismarck, ND	1'13"90
David Hoffman	Gibsonia, PA	1'14"65
U. Babusukumar	Racine, WI	1'16"02
Travis Harper	Redwood Valley, CA	1'16"65
Michael Clark	Pelzer, SC	1'16"80
Nick Sendelbach	Tempe, AZ	1'16"87
Dan and Justin Cooper	Ingram, TX	1'17"30
Brian Campbell	Lindale, TX	1'17"40

ENTER THE ARENA

Write your name, address and Member Number on the back of your photo. Challenges in this issue must be received no later than September 10, 1996. The top qualifiers receive Super Power Stamps. Include your Super NES in the photo of your high score. Dim the lights and then take a few photos without a flash. If you're taking a photo of a Game Boy, place it on a flat surface.

Address entries to:
POWER PLAYERS' ARENA
P.O. BOX 97033
REDMOND, WA 98073-9733

Nintendo® NOW PLAYING

Your Power Guide To The Latest Releases

AUGUST 1996

BATTLEZONE/SUPER BREAKOUT

GAME BOY

Company ....**Black Pearl**
Release Date ....**August 1996**
Memory Size ....**2 Megabits**

Two blasts from the past explode onto Game Boy and Super Game Boy.

Some of the best video game action was taking place more than a decade ago in the arcades. Now, two examples of that quality have been put together in one Game Boy Game Pak from Black Pearl. Atari's original Battlezone made a splash back in the early 80's with its 3-D, vector-drawn graphics and freedom of motion. The game is a basic tank hunt-and-destroy mission, but it uses many of the standard features that you find on 3-D shooters today, including a targeting radar. Super Breakout, also from Atari, falls into the category of classic, action-puzzle games. You must keep the bouncing ball in play by hitting it with a paddle. Your goal is to take out the blocks. Both Battlezone and Super Breakout make the transition from arcade to Game Boy like champions. Arcade fans won't want to miss this duo.

+ A nice combo of games. Fun. Good play control.

− Simple graphics. Simple sound. Confusing Select Screen.

MR. DO!

SUPER NES

Company ....**Black Pearl**
Release Date ....**August 1996**
Memory Size ....**4 Megabits**

Classic arcade action from ancient times comes to the Super NES.

Mr. Do! has been clowning around in Japan on the Super Famicom for a while, but now he's ready to come back home to North America thanks to Black Pearl. The classic, Universal arcade game will be released for the Super NES this month, and it looks pretty much the same as it did in the arcade. Based on the tried-and-true munch-and-move concept pioneered by Pac Man, Mr. Do! adds extra thrills by featuring a variety of baddies, useful items,

ICON KEY

1-PLAYER MODE | MULTI-PLAYER ALTERNATING | MULTI-PLAYER SIMULTANEOUS | PASSWORD | BATTERY-BACKED MEMORY | GAME LINK | SUPER GAME BOY ENHANCED | SUPER FX CHIP and dozens of stages. If you want to revisit your gaming roots, Mr. Do! can help take you there, and the anticipated low price of this 4 megabit game should be just the ticket.

+ Engaging and fun. Good play mode options.

− Simple graphics compared to more sophisticated current games.

OSCAR

Super NES

Company ....Titus
Release Date ....September 1996
Memory Size ....4 Megabits

Movie madness strikes a weird critter from France. No, not Jerry Lewis. It's Oscar.

Hollywood gets sent down for the millionth time in this platform game from Titus. Oscar, the star, is a little rodent of indeterminate species who hops and bops his way through scenes of a prehistoric movie, a horror flick, a western and a cartoon. His main purpose is to scamper through each stage, collecting little statues of himself, which are called Oscars. It's cute, but the action can get frantic and some of the Oscars can be tougher to find than a humble hero in Hollywood. The difficult bit is reaching the Oscars. Endless enemies patrol the vertical and horizontal areas, returning to life after short periods even after they've been stomped. These Oscars will be handed out in September, but you can check out the action and vote for yourself in this month's review.

+ Good graphics. Cute, but with some challenge.

− Touchy play control and hit detection.

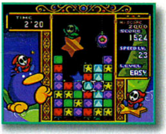
TETRIS ATTACK

Super NES

PASS WORD

Company ....Nintendo
Release Date ....August 1996
Memory Size ....8 Megabits

The tradition of Tetris is reborn with Tetris Attack.



One of the best action-puzzle games ever for the Super NES, Tetris Attack looks deceptively simple, but requires planning, quickness and execution. In the regular game, one or two players manipulate pairs of blocks by moving or switching them from one position to another. When three blocks or more of the same type are lined up, they are eliminated from the screen and the blocks above them fall down. In the two-player variation, head-to-head opponents add bars to the opponent's screen by scoring combinations of four or more blocks. Once you get your hands on Tetris Attack, you'll never want to let go, honestly. Power digs into the strategies of Tetris Attack in this month's review.

+ Very involving. Excellent two-player action.

− It may take over your life.

TITLE	POWER METER RATINGS G	P	C	T	PRO PICKS	IDSA RATING	GAME TYPE
BATTLEZONE/SUPER BREAKOUT	2.8	3.3	3.0	3.3	✪✫☆	K-A	ARCADE
MR. DO!	2.5	3.3	3.0	3.0		K-A	ARCADE
OSCAR	3.5	3.0	3.3	3.0		K-A	ACTION
TETRIS ATTACK	3.5	3.7	4.2	4.0	✪☆★✯✫✳	K-A	PUZZLE

POWER METER The Power Meter ratings are derived from evaluations on a five point scale with five being the highest score possible for a category. The categories are: G=Graphics & Sound, P=Play Control, C=Challenge, T=Theme & Fun

SYSTEM KEY ● ---SUPER NES ● ---GAME BOY ● ---VIRTUAL BOY

PRO PLAYERS If you like the same types of games as our pro players, then check for his or her seal of approval on the chart.

- ✪ **Scott** Sports, Simulations, Adventures
- ★ **Leslie** RPGs, Puzzles, Adventures
- ✫ **Paul** Fighting, Sports, Simulations
- ✯ **Henry** Fighting, Action, Sports
- ✳ **Dan** Action, Adventures, Puzzles
- ☆ **Terry** RPGs, Simulations, Sports

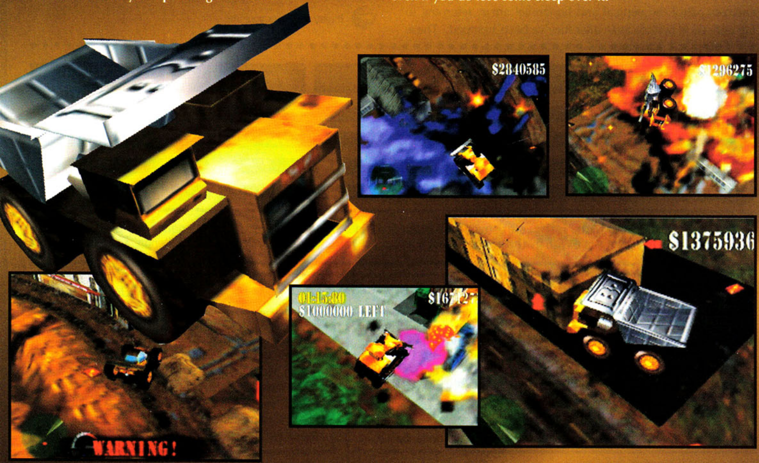
IDSA Ratings These Independant Digital Software Assoc. ratings reflect appropriate ages for players. The categories include: EC=Early Childhood, K-A=Kids to Adults, T=Teen (13+), M=Mature (17+), A=Adult (18+), NR=No Rating. To contact the IDSA regarding the rating system, call 1-800-771-3772.

PAK WATCH

THE INSIDE SOURCE ON FUTURE GAMES

BLAST CORPS

With the passing of the Cold War, many people think that a nuclear nightmare is no longer a possibility. Not the programmers at Rare, though. They look forward to a very rosy future, indeed: missile carriers wandering loose over the countryside, radiation leaking everywhere, and the whole mess threatening to go nuclear if it hits a speed bump. The game element in this apocalyptic scenario is that you get to clear the path in front of the missile carrier so that no one ends up glowing like a neon sign. There's something very satisfying about knocking down buildings, but the real thrill comes from the sense of impending doom. No matter how fast you rip through the countryside, the missile carrier keeps moving closer to you. As the development of Blast Corps rolls on toward its smashing debut, the excitement and terror builds, as well. (More excitement than terror, of course.) The most recent version of the game received at Pak Watch included most of the main vehicles and several finished stages. The shots shown previously in the June issue of Power were taken from the Alias 3-D development environment, but these new shots were snapped straight out of the Nintendo 64. Some of the elements, such as the explosions, actually look more realistic at the lower resolution of your television than in the Alias scenes. We couldn't resist showing you the real thing, even if you do lose some sleep over it.

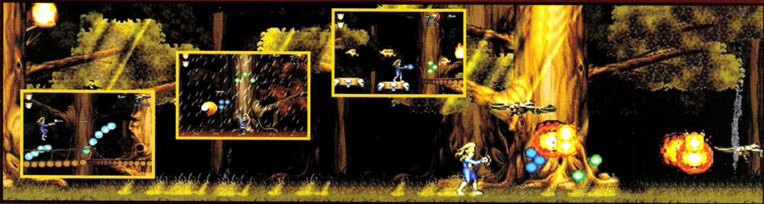


REALM

If shooting, jumping, tons of weapon power-ups and never-ending action get your control-thumb itching, then Realm from Titus will seem like heaven. It also seems like one of the old Contra games for the NES–a side-scrolling, blaster with seemingly no end in sight. The hero of Realm is a futuristic warrior who grabs new weapons wherever he can find them and fills up his life meter at every chance. Although the graphics look like Euro-toons, don't let them fool you. The action-crazed programmers from across the Atlantic don't know the meaning of the phrase easy-going. We first reported the development of Realm almost two years ago, but even if it's late, the game is just in time for action fans who haven't had much to chew on for the last six months. Titus hopes to release this Super NES game to the public by the end of September.

NEWS SOURCE Extra

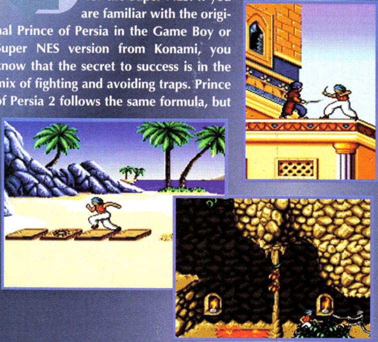
Publisher – Titus
Developer – Flair
Memory Size – 8 Megabits
Stages – 5 with end bosses

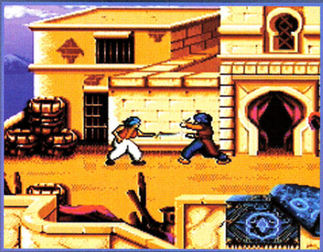


PRINCE OF PERSIA 2

More derring do in the desert is on its way this fall from Titus in the form of Prince of Persia 2 for the Super NES. If you are familiar with the original Prince of Persia in the Game Boy or Super NES version from Konami, you know that the secret to success is in the mix of fighting and avoiding traps. Prince of Persia 2 follows the same formula, but the graphics are improved and there is more variety in the stages. Potential potentates should beware of the play control.

Like the previous chapters of the Prince, the smooth animation comes at the price of awkward, unforgiving control. In spite of the problems, the game captivated your Pak Watch editors and earned the game a preview in the next issue of Power.





TOP GEAR RALLY

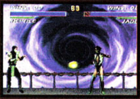
Kemco's Top Gear Rally for the Nintendo 64 may be almost a year away from release, but it's never too early to start peeking at the progress. The shots received at Pak Watch show images from the Alias demo that Kemco presented to Nintendo prior to approval of the game concept. At this stage, the animation is more of a blueprint and a goal for the game, but it showcases the 3-D skills of the development team at Boss Games here in Redmond. The presentation video featured cars racing through the night with their jouncing headlights illuminating the road ahead. The realism was nothing short of spectacular. According to project leader, Seth Mendelssohn, at Boss, the game will feature exacting physics models in the simulation mode and just a lot of fast fun in the arcade mode. If Kemco and Boss Games follow up on the potential of Rally, the future of gaming will be shifting into top gear.

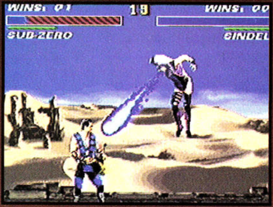
NEWS SOURCE Extra

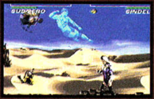
Publisher – Kemco
Developer – Boss Games
Release Date– 1997
Modes – Simulation & Arcade

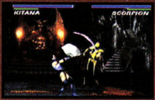
ULTIMATE MORTAL KOMBAT 3

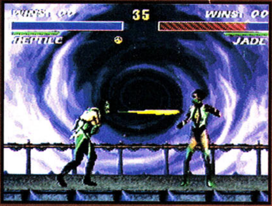
Feast your orbs on the first Super NES shots of Ultimate Mortal Kombat 3 from Williams Entertainment. The fourth MK game in as many years also packs in the most action and the best graphics. It may not blow away the arcade game, like Mortal Kombat Trilogy for the N64, but it does a good job of challenging the quarter-muncher at every turn. The characters and two-player action are here, plus the Kodes, fatalities, babalities and other trademarked moves that keep the MK games fresh for millions of fans. As you can see in the screen shots received from Williams, the game also contains the new backgrounds from the desert, underworld and vortex. This should be one of the hottest 16-bit titles of the year once it is released this fall.





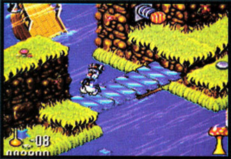






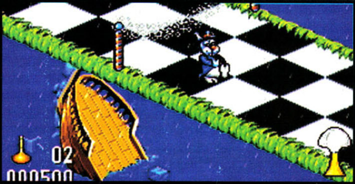
WHIZZ

We've waited a long time for Whizz and Titus is finally satisfied that this unusual action game is ready for release. Whizz combines tried-and-true platform game play in a three-quarter perspective similar to Super Mario RPG. The unlikely hero is a white rabbit wearing a hat and tuxedo who looks like he just scampered out of Wonderland. Whizz must hop and spin his way through mazes filled with traps and enemies. Each stage has limited time and a number of obstacles that must be overcome by activating switches. You'll have to be quick and look for bonus time items and mushroom healing potions to keep Whizz in the race. The four worlds include the South Sea Beaches, Arctic Wastes, Green Grass Castle and Gamesville. Whizz may look cute and fuzzy on the outside, but the developers at Flair have proven once again that they know how to give you a good challenge. Playing Whizz on the Hard setting will have you pulling your hair out. You can begin to go bald this September when Whizz is released.



NEWS SOURCE Extra

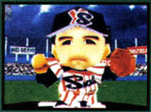
PUBLISHER – Titus
DEVELOPER – Flair
MEMORY SIZE – 8 Megabits
WORLDS – 4



I.N.S.I.D.E.R. U.P.D.A.T.E

THE N64 IN JAPAN

Development for Nintendo 64 games in Japan has been one of the great mysteries of the orient, until now. Pak Watch has been digging for information with our Japanese contacts and can now report on several exciting N64 developments taking place in Japan. The biggest news may be that Konami has five N64 titles in the works: Goeman Adventure, which is a sequel to a popular Super Famicom series, Baseball, Golf, Soccer, and Mah jong. At this time, the U.S. subsidiary of Konami has not commented on whether these games will appear in North America. We'll leave that speculation to you. Imagineer, another long-time Nintendo third-party publisher, showed off early shots of its N64 baseball game, shown here.



The polygonal players and ballparks were highly detailed in a fun, cartoonish style. Each player had its own texture mapped face, giving them a lot of character. Finally, from Epoc in Japan, a very popular robot cat will be the star of an N64 game called Doraemon.

One update and correction from last month: T&E Soft's N64 puzzle game for Japan is being called Cuionipa. The word doesn't really mean anything. The game involves rolling a multi-colored cube over a game board to match up colored squares on the board with the colored sides of the cube. The challenge is in lining up the right side of the cube with the colored squares. The 3-D nature of the cubes and the beautiful spacey backdrops show off the versatility of the N64.

NO CONFLICT

Mr. Yamauchi, President of Nintendo Company Ltd., believes that the world is big enough for both 16-bit and 64-bit video game systems. In a speech to retailers in Japan, he expressed his belief that both the Super Famicom/Super NES and Nintendo 64 systems can be supported and will survive in the market. He also talked about the importance of read/write capabilities for future advanced games, noting that he hopes to showcase the 64DD at Shoshinkai this fall. Capcom must believe in the Super Famicom, as well, since it is working on development of Street Fighter Zero II. This new street fighter features old and new characters in a new graphic style. Capcom has no plans to release SFZII in North America, but don't count this one out yet.

DARK RIFT

Vic Tokai, a long-time NES developer, known for such innovative games as Golgo 13, has switched tracks and is now gearing up for its first Nintendo 64 title. Pak Watch checked out an early developmental presentation showing Dark Rift. The game is a 3-D tournament fighter with excellent graphics and special effects. The fighters are futuristic, the moves rock, and the finishes are brutal. One of the impressive effects in the demo was the smart camera motion that rotated and zoomed in and out on the fighters. It truly looked like a 3-D experience. Apparently, the engine for the game is already at an advanced stage, but you shouldn't expect to see this beautiful bruiser until next year.

NINTENDO GOES DISNEY

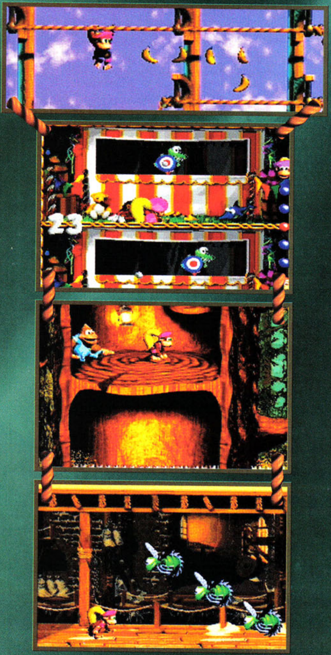
Nintendo of America has agreed to pick up several Disney Interactive titles for release this fall for the Super NES. Two of the three titles, Maui Mallard and Disney's Pinocchio, were doubtful releases from DI. Toy Story, the third game, will be rereleased. As reported in Pak Watch previously, all three games have the stunning graphics that you would expect from a Disney product. Maui Mallard (a.k.a. Mojo Rising) stars a Private Investigator played in hammy fashion by Donald Duck. Maui uses a host of power-ups and cool ninja moves to solve the mystery of the mojo idols. Disney's Pinocchio flashes some of the prettiest graphics of any video game to date and stars the boy who was once a puppet in a platform game aimed at a young audience. Toy Story was one of the best-sellers from last winter and features impressive, rendered graphics like those seen in the hit movie.

GAME BOY CHOICES

Nintendo's Player's Choice series of classic games expands to Game Boy this fall when five classy titles will be brought back for their video game encores. Included in this award-winning company are Super Mario Land 2: Six Golden Coins, Wario Land: Super Mario Land 3, Donkey Kong '94, Mega Man first released from Capcom and Bugs Bunny Crazy Castle, originally published by Kemco-Seika. Nintendo's Super Mario Land 2, released in 1992, represents some of the best platform action and adventure available for Game Boy. Wario Land debuted in 1994 along with Donkey Kong '94. The latter game recreates the frantic arcade action of the original Donkey Kong, but includes dozens of new stages and bonus areas. In addition, DK '94 was the first game programmed with Super Game Boy enhanced sound and graphics. Mega Man, from 1987 is the first of the classic Capcom series pitting the Blue Bomber against his arch-rival, Dr. Wily. Bugs Bunny Crazy Castle (1989) featured that wascally Warner Bros. wabbit. Just to emphasize how much things have changed since then, Kemco and Seika have since split to become two separate companies. The Player's Choice Game Boy series rereleases some of the best Game Boy games ever for a discount manufacturer's suggested price of just $19.99.

DONKEY KONG COUNTRY 3: DIXIE'S DOUBLE TROUBLE

We just can't help ourselves from taking more looks at DKC3. The future may belong to the N64, but for the present, the 64-bit Kong of video game systems will have to share the throne with the Super NES and Rare's remarkable ACM action games.



RELEASE FORECAST

N64

BLAST CORPS	FALL '96
BODY HARVEST	FALL '96
CRUIS'N USA	FALL '96
GOLDENEYE 007	FALL '96
KILLER INSTINCT GOLD	FALL '96
MORTAL KOMBAT TRILOGY	FALL '96
PILOTWINGS 64	FALL '96
STAR WARS: SHADOWS OF THE EMPIRE	FALL '96
SUPER MARIO 64	FALL '96
TUROK: DINOSAUR HUNTER	FALL '96
WAVE RACE 64	FALL '96
WAYNE GRETZKY'S 3-D HOCKEY	FALL '96

Super NES

ARCADE'S GREATEST HITS	FALL '96
COLLEGE FOOTBALL '97	FALL '96
DISNEY'S PINOCCHIO	FALL '96
DONKEY KONG COUNTRY 3: DIXIE'S DOUBLE TROUBLE	FALL '96
MADDEN FOOTBALL '97	FALL '96
NBA HANG TIME	FALL '96
NHL '97	FALL '96
POWER RANGERS ZEO: BATTLE RACERS	FALL '96
PRINCE OF PERSIA 2	FALL '96
REALM	FALL '96
ULTIMATE MORTAL KOMBAT 3	FALL '96
WHIZZ	FALL '96

Game Boy

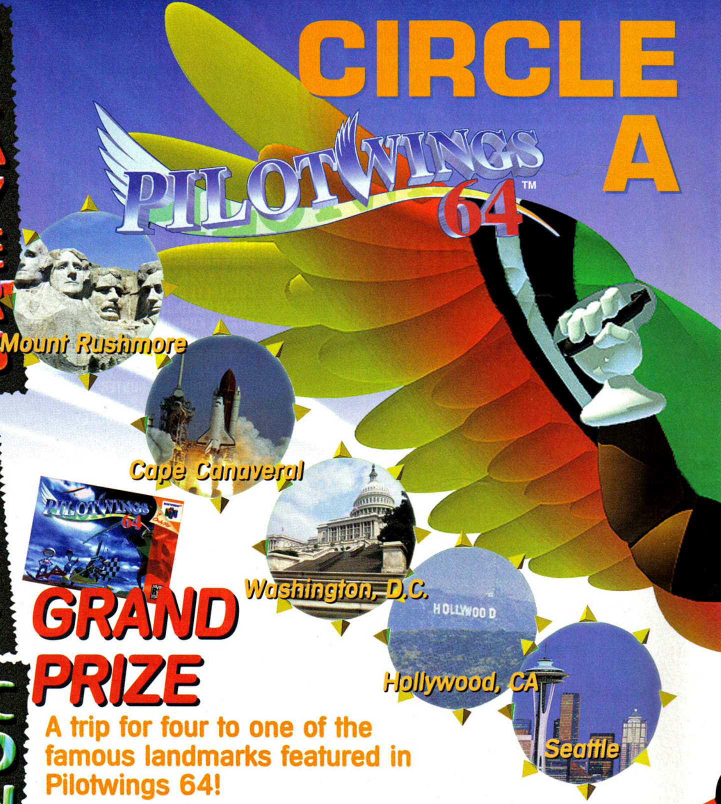
DONKEY KONG '94	FALL '96
DONKEY KONG LAND 2	FALL '96
FIFA SOCCER '97	FALL '96
MEGA MAN	FALL '96
MOLE MANIA	FALL '96
SUPER MARIO LAND 2	FALL '96
TETRIS ATTACK	FALL '96
WARIO LAND: SUPER MARIO LAND 3	FALL '96

Virtual Boy

BOUND HIGH	FALL '96
DRAGON HOPPER	FALL '96
ZERO RACERS	FALL '96

PLAYERS POLL CONTEST

CIRCLE A


PILOTWINGS 64™
Mount Rushmore
Cape Canaveral
PILOTWINGS 64
Washington, D.C.
HOLLYWOOD
Hollywood, CA
Seattle

GRAND PRIZE

A trip for four to one of the famous landmarks featured in Pilotwings 64!

You just might be the one to signal Power control on the choice of destination for your family. Take your pick ⊙ Rock out at Mount Rushmore. ⊙ Star gaze in Hollywood. ⊙ Shuttle down to Cape Canaveral. ⊙ Hob nob at the Capitol. ⊙ Or, sight-see from the Space Needle. ⊙ The flight's on us, plus four nights lodging and $500 bucks to spend while you're there. ⊙ Plus, we'll throw in Pilotwings 64 upon your return!

IN FOR LANDING

SECOND PRIZE
5 Winners

- Pilotwings 64 for your Nintendo 64!
- Kyosho HyperFly radio-controlled two-channel helicopter. This electric-powered beauty even hovers in a headwind!

Some assembly required.

THIRD PRIZE
50 Winners

- Nintendo Power T-shirts!

Sport the threads of Team Power!

OFFICIAL CONTEST RULES

No purchase necessary. To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 87, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 87
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per person, please. All entries must be postmarked no later than September 1, 1996. We are not responsible for lost or misdirected mail.

On or about September 15, 1996, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine and Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, send your request to the address above after September 30, 1996.

GRAND PRIZE: The Grand Prize Winner will win a trip for four to his or her choice of the following locations: Cape Canaveral, Washington, D.C., Mount Rushmore, Seattle or Hollywood. If under 18, the winner must be accompanied by a parent or guardian. Included in the prize are round-trip airfare for four, hotel accommodations for four nights, $500 cash and Pilotwings for the Nintendo 64. The winner must provide a written release to NOA. The trip must be taken by August 31, 1997. Estimated total value of all prizes is $5,000. Some restrictions apply. Valid only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

Coming Next Issue.....

Volume 88, September 1996

NINTENDO 64®

It's here in September, and it's the most incredible video game system ever! In-depth N64 Coverage begins.

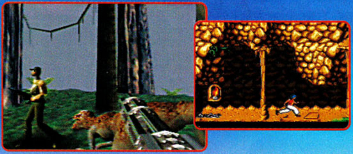
Super Mario 64

Pilotwings 64

Cruis'N USA

PREVIEWS

TUROK: DINOSAUR HUNTER for N64 and DONKEY KONG COUNTRY 3 and PRINCE OF PERSIA 2 for Super NES.



FEATURE REVIEWS

KIRBY SUPER STAR: Part II—Finish off the final levels with strategies and maps of the remaining six games.

DONKEY KONG LAND 2—Diddy and Dixie reprise their journey on the small screen.

MOLE MANIA—Get all the dirt on the latest rodent action for Game Boy.

Super NES

1. Addams Family Values
2. The Adventures of Batman & Robin
3. Aerobiz Supersonic
4. AAAHH!!!! Real Monsters
5. Animaniacs
6. Arcade's Greatest Hits
7. Ardy Lightfoot
8. Bass Master II
9. Bass Masters Classic
10. Bass Masters Classic Pro Edition
11. Bassin's Black Bass with Hank Parker
12. Batman Forever
13. Boogerman
14. The Brainies
15. Breath of Fire II
16. Brunswick's World Tournament of Champions
17. Bust A Move
18. Castlevania Dracula X
19. Chrono Trigger
20. Civilization
21. College Footall '97
22. College Slam
23. Cutthroat Island
24. Demolition Man
25. Demon's Crest
26. Dirt Trax FX
27. Disney's Aladdin
28. Disney's Pinocchio
29. Donkey Kong Country
30. Donkey Kong Country 2
31. Donkey Kong Country 3
32. Doom
33. Dragon View
34. Dragon Warrior VI
35. EarthBound
36. Earthworm Jim
37. Earthworm Jim 2
38. Emmitt Smith Football
39. FIFA International Soccer '96
40. Final Fantasy II
41. Final Fantasy III
42. Final Fight 3
43. Frank Thomas Big Hurt Baseball
44. Frantic Flea
45. Godzilla: Destroy All Monsters
46. Illusion of Gaia
47. Incantation
48. Indiana Jones' Greatest Adventures
49. Judge Dredd
50. Jurassic Park 2
51. Ken Griffey Jr. Presents: MLB
52. Ken Griffey Jr.'s Winning Run
53. Killer Instinct
54. King Arthur & the Knights of Justice
55. Kirby's Dream Course
56. Kirby Super Star
57. The Legend of Zelda: A Link to the Past
58. Lemmings 2
59. Lobo
60. Looney Tunes B-ball
61. The Lost Vikings
62. The Lost Vikings II
63. Lufia II
64. Madden NFL '96
65. Madden Football '97
66. Mario Paint
67. Marvel Super Heroes in War of the Gems
68. The Mask
69. Maui Mallard
70. Mechwarrior 3050
71. Mega Man X
72. Mega Man X2
73. Mega Man X3
74. Mega Man 7
75. Might & Magic III: Isles of Terra
76. Mighty Morphin Power Rangers: The Movie
77. Mohawk & Headphone Jack
78. Mojo Rising
79. Mortal Kombat II
80. Mortal Kombat 3
81. Mr. Do!
82. Ms. Pac-Man
83. Mutant Chronicles: Doom Troopers
84. NBA Give n' Go
85. NBA Hang Time
86. NBA Jam
87. NBA Jam Tournament Edition
88. NBA Live '96
89. NFL Quarterback Club '96
90. NHL '96
91. NHL '97
92. Ninja Gaidan Trilogy
93. Ogre Battle
94. Olympic Summer Games
95. Oscar
96. Power Piggs of the Dark Age
97. Power Rangers Zeo: Battle Racers
98. Prehistorik Man
99. Primal Rage
100. P.T.O. II
101. Revolution X
102. Road Rash
103. RoboTrek
104. Samurai Shodown
105. Scooby Doo Mystery
106. Secret of Evermore
107. Secret of Mana
108. SimCity
109. Spawn
110. Star Trek: Deep Space Nine
111. Star Trek: Star Fleet Academy
112. Star Fox
113. Street Fighter II Turbo
114. Stunt Race FX
115. Super Bomberman 2
116. Super Mario All-Stars
117. Super Mario Kart
118. Super Mario RPG
119. Super Mario World 2: Yoshi's Island
120. Super Metroid
121. Super Punch-Out!!
122. Super Street Fighter II
123. Swat Kats
124. Tecmo Secret of the Stars
125. Tecmo Super Bowl III: Final Edition
126. Tetris & Dr. Mario
127. Tetris Attack
128. Top Gear 3000
129. Toy Story
130. True Lies
131. Ultimate Mortal Kombat 3
132. Uncharted Waters New Horizons
133. Uniracers
134. Urban Strike
135. Wario's Woods
136. WeaponLord
137. Winter Gold
138. WWF Raw
139. WWF Wrestlemania: The Arcade Game
140. X-Men: Mutant Apocalypse
141. War 3010: The Revolution
142. Zoop

Game Boy

143. Aladdin
144. Alien Games
145. Animaniacs
146. Asteroids/Missile Command
147. Battle Zone/Super Breakout
148. Blues Bros. Jukebox
149. Casino Funpak
150. Centipede/Millipede
151. College Slam
152. Contra: The Alien Wars
153. Cutthroat Island
154. Defender/Joust
155. Desert Strike
156. Digger
157. Disney's Pinocchio
158. Donkey Kong
159. Donkey Kong Land
160. Donkey Kong Land 2: Diddy's Kong Quest
161. Dr. Mario
162. DragonHeart
163. Earthworm Jim
164. Earthworm Jim 2
165. FIFA Soccer '96
166. FIFA Soccer '97
167. Frank Thomas Big Hurt Baseball
168. Galaga/Galaxian
169. Jungle Strike
170. Jurassic Park 2
171. Iron Man X-O Manowar In Heavy Metal
172. Killer Instinct
173. Kirby's Block Ball
174. Kirby's Dream Land
175. Kirby's Dream Land 2
176. Kirby's Pinball Land
177. Lamborghini American Challenge
178. The Legend of Zelda: Link's Awakening
179. The Lion King
180. Madden '96
181. Mario's Picross
182. Mega Man V
183. Metroid II: Return of Samus
184. Monster Max
185. Mortal Kombat II
186. Mortal Kombat 3
187. NBA Jam
188. NBA Jam Tournament Edition
189. NBA Live '96
190. NHL '96
191. Olympic Summer Games
192. PGA Tour Invitational
193. Pocahontas
194. Prehistorik Man
195. Primal Rage
196. Samurai Shodown
197. Space Invaders
198. Star Trek: Generations
199. Street Fighter II
200. Super Mario Land
201. Super Mario Land 2: 6 Golden Coins
202. Super Return of the Jedi
203. Sword of Hope II
204. Tetris
205. Tetris Attack
206. Tetris Blast
207. Tetris 2
208. Titus the Fox
209. Toy Story
210. Urban Strike
211. Vegas Stakes
212. Wario Blast
213. Wario Land: Super Mario Land
214. WWF Raw
215. Zoop

Virtual Boy

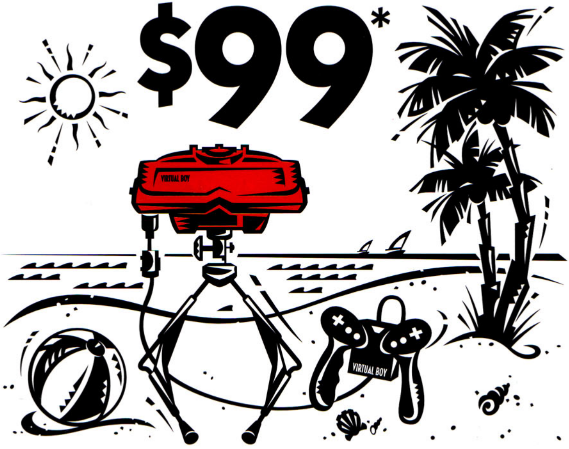
216. Bound High
217. Dragon Hopper
218. Galactic Pinball
219. Golf
220. G-Zero
221. Jack Bros.
222. Mario Clash
223. Mario's Tennis
224. Nester's Funky Bowling
225. Panic Bomber VB
226. Red Alarm
227. TeleroBoxer
228. 3-D Tetris
229. Vertical Force
230. Virtual Fishing
231. Virtual League Baseball
232. Wario Land
233. Waterworld

Other Picks

234. Blast Corps (N64)
235. Body Harvest (N64)
236. Buggie Boogie (N64)
237. Creator (N64)
238. Cruis'n USA (N64)
239. Descent (N64)
240. Doom (N64)
241. Dragon Quest VI
242. FIFA Soccer (N64)
243. Game Boy Pocket
244. Goldeneye 007 (N64)
245. Ken Griffey Jr. Baseball (N64)
246. Killer Instinct (N64)
247. Kirby's Air Ride (N64)
248. Legend of Zelda 64 (N64)
249. Mission: Impossible (N64)
250. Monster Dunk (N64)
251. Mortal Kombat Trilogy (N64)
252. NBA Hang Time (N64)
253. Nintendo 64
254. Pilotwings 64 (N64)
255. Robotech: Crystal Dreams (N64)
256. Star Fox 64 (N64)
257. Star Wars: Shadows of the Empire (N64)
258. Super Mario Kart R (N64)
259. Super Mario 64 (N64)
260. Tetrisphere (N64)
261. Top Gear Rally (N64)
262. Turok: Dinosaur Hunter (N64)
263. War Gods (N64)
264. Wave Race 64 (N64)
265. Wayne Gretzky's 3-D Hockey (N64)
266. X-Band Modem

NEW LOW FARE TO THE THIRD DIMENSION

$99*



Want to go someplace really cool this summer? How about a trip to the third dimension? Now you can get there for just $99. Imagine sticking your head into an entirely different world. With its 32-bit technology, stereo sound and lots of great games with new games coming this summer, the Virtual Boy® system can take you to places you've never been. Hey, for $99, you've never had this much fun.

VIRTUAL BOY®

Check out the Virtual Boy® system at these fine retailers:

*Manufacturer's Suggested Retail Price. Retail prices may vary.

Babbage's • Best Buy • Electronics Boutique • Fred Meyer • Hills • Kay Bee • Meijer • Nobody Beats The Wiz • Sears • Software Etc. • Target • Toys "R" Us • Wal*Mart

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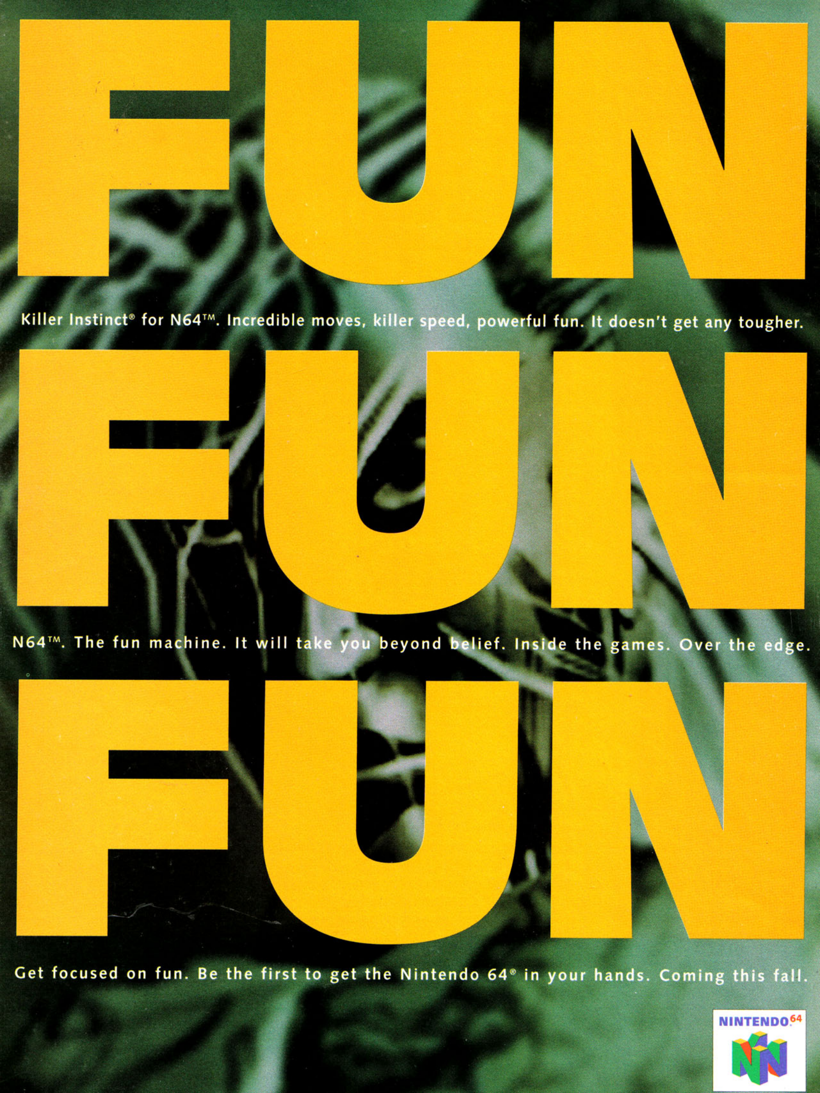

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Killer Instinct® for N64™. Incredible moves, killer speed, powerful fun. It doesn't get any tougher.

FUN

N64™. The fun machine. It will take you beyond belief. Inside the games. Over the edge.

FUN

Get focused on fun. Be the first to get the Nintendo 64® in your hands. Coming this fall.

NINTENDO64